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PS2

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► STAR WARS BATTLEFRONT
FIRST PLAY!

► KILLER 7
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WILL THERE BE A HAPPY EVER AFTER?

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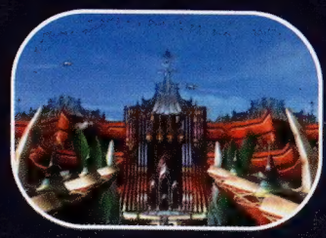
In Final Fantasy X-2 the winds of change sweep through Spira, new dangers await and somewhere, somehow a friend may still be alive.



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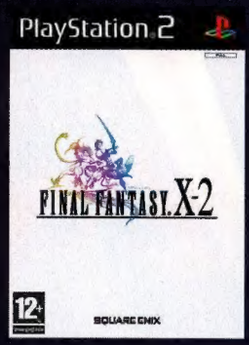

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PlayStation®2

Welcome to

**YOU ARE READING THE LATEST ISSUE OF PSM2.
ONCE AGAIN IT IS THE GREATEST MAGAZINE EVER!**

Check this out. A new photo. And a new bloke. Nathan Irvine, formerly of BUPA's call centre in Salford, joins PSM2 this month. He's the winner of our PSM2 Idol competition. This former reader is now hob-nobbing with the world's premier videogame journalists. And the PSM2 team. Ha ha haaaa... It's all part of our commitment to bringing you the most entertaining, most accurate, most unflinchingly honest PS2 game reviews in the world. That and we were running short of good jokes about bongo and shiznit.

And don't worry. All of PSM2's famous minds are still here making the best words you can read. Joel the tiny wildman. Adrian the word-droid. Jonnie the goblin. They're all here (neatly boxed) churning out the best magazine in the world just for you.

There's a vibe of zingy lemon freshness about the place this month. There's great new games on the way (please Jesus make Capcom do *Resi 4* for PS2) and Sony are on the cusp of announcing PStwo – a mini PS2 designed to keep your thumbs busy and your eye off the ball – the big massive shiny ball with PS3 written on the side. In fact we're so massively encouraged by the state of things we're off down to William Hill to put rash a tenner on *Leisure Suit Larry: Magna Cum Laude* for Christmas number one. You know it makes sense.

ONLY PSM2 BRINGS YOU...

Accelerator:
- Always first with the biggest games
- More great new games than any other magazine
- The latest scoops, gossip and rumours that others dare not print
- No bullshit opinion

Hands-On:
- We play every game we preview
- Exclusive screenshots showing in-game action
- Exclusive opinion tells you what we really think

Reviews:
- The most in depth, most detailed reviews out there
- Waffle-free opinion buyers advice with scores you can trust
- Every level, every vehicle, every mode tried and tested
- More shots than any other mag
- Hard-hitting, butt-munch free opinion

Tips:
- We're first with the latest tips, codes and cheats
- Dedicated to making you better at games
- Expert walkthroughs with proper screenshots
- Pro Dojo challenges – the only mag with a dedicated challenge arena

DVD:
- Shows more new games than any other PS2 mag's DVD
- Opinionated commentary rather than PR voiceover
- Less CG intro footage and more game action

PSM2 MAGAZINE PROMISE...

PSM2 is 100% independent. We write what we want, when we want. We don't ridicule popular opinion for the sake of controversy. Or generate hype without fact. We're not afraid to admit to our mistakes. And we're always first to put things right. We say it as we see it. Fact.

- Unlike any other PS2 mag, here at PSM2 we play every game we preview – that means genuine hands-on opinion, not what we've read about on the net.
- We're gamers just like you – and that's means we go into the kind of detail you demand. Check our sidebars for the latest facts and stats or screenshots that show off all the newest features.
- PSM2 is 100% editorially independent! You won't read the same quality of hard-hitting, informed, accurate – and, crucially, passionate – reviews *anywhere* else.
- We feature more screenshots than any other magazine.
- We actually like games. Sometimes *love*. Sometimes *hate*. And sometimes... *hurrr*... well, y'know...
- PSM2 – playing PS2 longer, harder, faster. *Still*.

PLAYSTATION TWO NEW MINI PS2 FOR CHRISTMAS. £100 PRICE POINT. NO HDD SLOT?! SEE PAGE 18

Contents

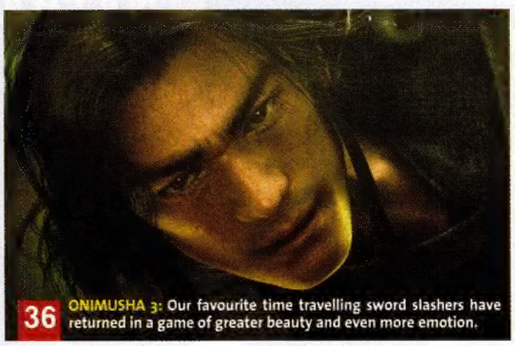
14 Mortal Kombat 6
The grizziest brawler in history makes yet another return. Who's made the cut and who's been cut to ribbons. Find out...

44 Van Helsing
Play as Hugh Janus, sorry *Jackman* in Vivendi's graveyard-scouring action adventure. Could this movie tie-in be the next *Devil May Cry*?

82 DVD Movie Reviews
All the latest movies on DVD are rated and slated, including The Matrix Revolutions and Al Pacino in Scarface. Ace!

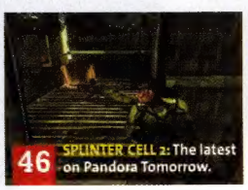
You want more?!
OK, what about the latest on **World's Scariest Police Chases** (page 21), **Burnout 3** (page 21), **007: Goldeneye** (page 22) and **Catwoman** (page 26)? Dude!

PSM2 COVER GAME!

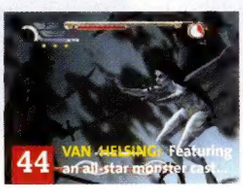


36 ONIMUSHA 3: Our favourite time travelling sword slashers have returned in a game of greater beauty and even more emotion.

"JEAN RENO'S BACK WITH RAZOR-SHARP MECHANICS AND THRILLING COMBAT"



46 SPLINTER CELL 2: The latest on Pandora Tomorrow.



44 VAN HELSING: Featuring an all-star monster cast.

EXCLUSIVE!

SHELLSHOCK 'NAM '67

Experience the true horror of the war America couldn't win. Shocking first play!

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THIS MONTH IN

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The place with the hottest PS2 stories, news from developers, insider gossip and release info.

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Goldeneye 18
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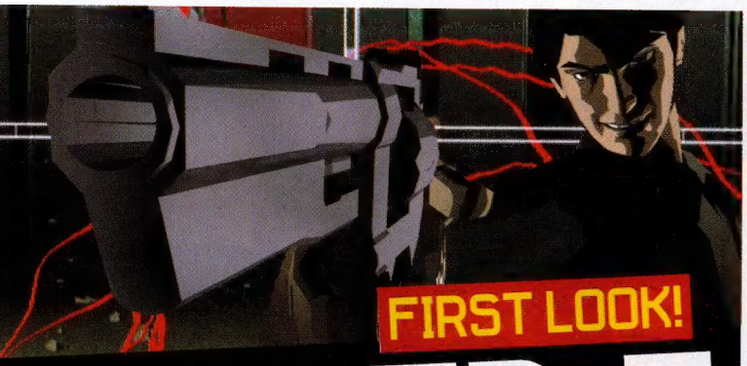
OVER 2HRS OF PRIME TIME PS2!

nts

TURN OVER NOW FOR FULL DETAILS OF YOUR FREE DVD

PLAYING PLAYSTATION 2, LONGER, HARDER, FASTER



FIRST LOOK!

KILLER 7

Seven times the fun with more derranged mutiple personalities than a nuthouse!

EXCLUSIVE 6-page report!

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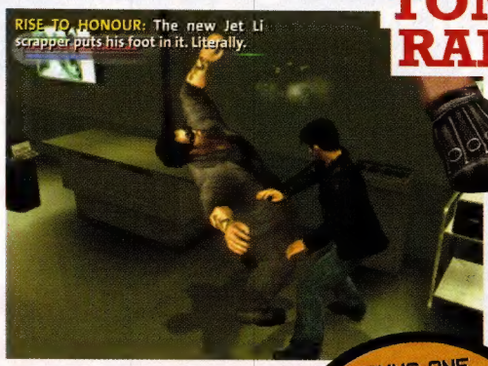
STAR WARS BATTLEFRONT: Every hero, every villian on every planet. This is going to be big.



RISE TO HONOUR: The new Jet Li scrapper puts his foot in it. Literally.

TOM CLANCY'S RAINBOW SIX 3

Get your camo face-paint on and prepare to frag terrorist ass on page 56!

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YOUNG ONE, DARE YOU ENTER THE PRO DOJO

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PSM2 - THE WORLD'S GREATEST PS2 MAG!

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Written by gamers for gamers, we've played every game we preview. And that's a promise.

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PSM2 is 100% independent, which is why we have the *only* reviews you can trust!

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You want tips? You got 'em. Pro Tips is the only place to go if you need expert game-help!

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DRIV3R: Don't miss our hands-on update on how Driv3r is shaping up.

On the DVD

THE BEST GAMES ■ THE BIGGEST DISC

EXCLUSIVE!

STAR WARS BATTLEFRONT

Not so long ago, on a DVD not so far away...
Sizzling first footage of Battlefront in action!

HOW TO USE YOUR DVD

MAIN MENU

After our lovely flashy intro, you'll be at the 'blue monolith' Main Menu screen. This is the start of the disc and from here there are five sections to choose from. Choose the section you want by highlighting it in orange and hitting ⊗. If you want to return to the Main Menu at any time while watching just press △.

QUICK TIP
Orange text is the section you've chosen. Blue text is what you're about to choose!

SECTION SCREEN

Moving your way around each section is easy – just click around like you would a movie DVD. We've included three main choices on each section:

- Section Menu: Move over to the menu on the left to choose a different area with up and down.
- Games: Move the blue highlight up and down the list on the right to select a game. Click again to play the video.
- Main Menu: Move your blue highlight down to the Main Menu at the bottom of the screen. Use it to quickly flip from section to section. No more going back to the start if you want to move from, say, Accelerator to Reviews.

QUICK TIP
If you're watching reviews, click the right analogue stick down to hear an alternative soundtrack!

CONTROLS

Moving around the PSM2 DVD is easy – you can use the PS2 DVD remote control or, if you're watching it on a PC or Mac, just click around with the mouse. For those of you using a DualShock 2, here are the controls:

PLUS

KILLER 7

Multiple personalities, ultra violence and unique visuals in Capcom's stunning noir thriller.

SILENT HILL 4: THE ROOM

Soil your smalls as Konami's scariest *Hill* game yet breaks cover.

SHELLSHOCK: 'NAM '67

Exclusive first footage of the *Killzone* developer's harrowing war thriller.

THIS MONTH ON PSM2 DVD THE

PSM2 THE PSM2 DVD

Always first with the biggest games, PSM2's DVD features over two hours of exclusive game footage plus all the cheats, reviews, challenges and rumours you could ever need. Because it's made by the same people who make the magazine, the PSM2 DVD is by gamers for gamers and we reckon it's the only DVD you'll ever need. Here's why:

- PSM2 features more new games than any other magazine and that applies to our DVD as well – you'll see footage of more new games with PSM2 than any other mag, full stop.
- We're dedicated to bringing you the latest real in-game footage we've taken, not publisher-endorsed CG intros.
- Listen to our commentaries – that's the PSM2 team talking, offering expert advice and not some hired ex-kids TV girlie reading out a press release!
- It's your DVD – that's why we put you on it! Our Pro Dojo lets you join in, win prizes and achieve stardom. Just send in a video to get involved! (see page 105)
- We cover everything – from cult hits to blockbuster number ones to exclusive trailers no other mag can touch. If you want dodgy movie trailers and waffle, go elsewhere. If you like games, welcome to PSM2!
- But it's not just videos! Our DVD has more features than any other disc out there – tips, reviews, guides, Easter eggs, reader challenges... We've got the lot .
- PSM2: Playing PS2 longer, harder, faster than any other magazine (or DVD!)

WATCH IT ON THE DVD VIDEO

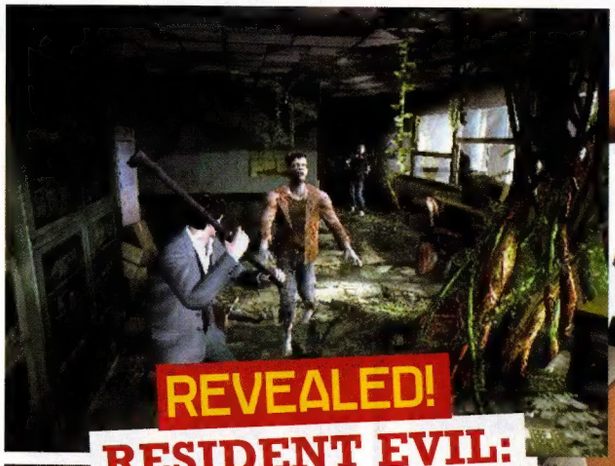
IT'S ON THE DISC!

If you see this logo stamped on a game it means that there's footage of it to watch on the DVD. Check the list over there to the right for each section's contents or just dive in and cruise, dude.

DON'T MISS IT!!
IF YOU WATCH 3 THINGS MAKE SURE YOU SEE...

1) STAR WARS: BATTLEFRONT — Head to Accelerator
2) SILENT HILL 4: THE ROOM — Check out Accelerator!
3) KILLER 7 — Watch Accelerator!

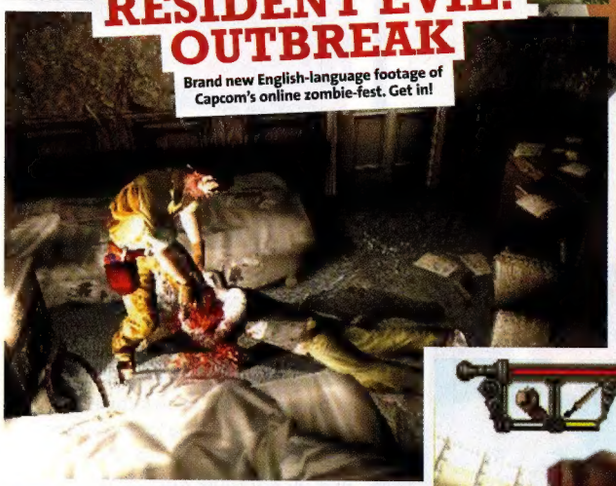
DVD VIDEO

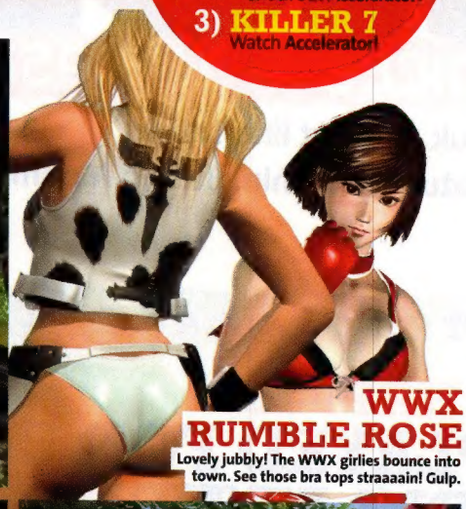


REVEALED!

RESIDENT EVIL: OUTBREAK

Brand new English-language footage of Capcom's online zombie-fest. Get in!





WWX RUMBLE ROSE

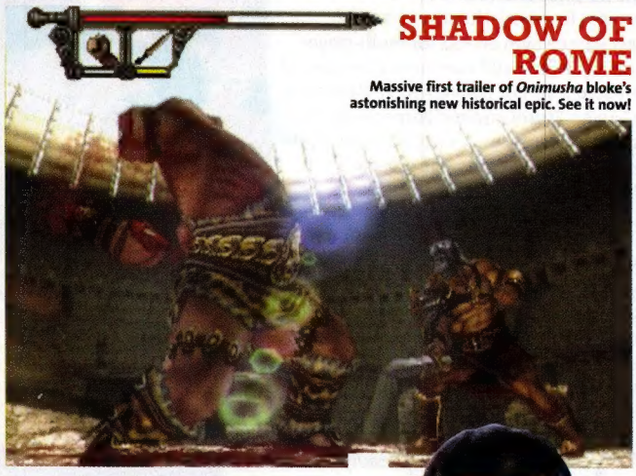
Lovely jubbly! The WWX girlies bounce into town. See those bra tops straaaain! Gulp.

TRANSFORMERS

It's '80s retro heaven! Be robots that turn into cars and planes! First trailer only in PSM2.

FINAL FANTASY 12

Square Enix's next life-eating role-player exposed – right here in PSM2



SHADOW OF ROME

Massive first trailer of *Onimusha* bloke's astonishing new historical epic. See it now!

ACCELERATOR

■ All the latest news and rumours in one watchable TV-friendly burst. Sit back and know everything.

STAR WARS: BATTLEFRONT

- SHELLSHOCK: 'NAM '67
- SILENT HILL 4: THE ROOM
- KILLER 7
- FINAL FANTASY 12
- TRANSFORMERS
- DRIV3R
- THE NIGHTMARE BEFORE CHRISTMAS
- NEO CONTRA
- WWX RUMBLE ROSE

COMING SOON

■ The place to see exclusive footage from all the hot games of the future.

SHADOW OF ROME

- RESIDENT EVIL: OUTBREAK
- DRIV3R
- SYPHON FILTER: OMEGA STRAIN
- MONSTER HUNTER
- PSI-OPS: THE MINDGATE CONSPIRACY
- FORBIDDEN SIREN
- SUIKODEN 4
- MEGAMAN X COMMAND MISSION
- DOT HACK INFECTION: PART ONE
- SPAWN ARMAGEDDON
- RISE TO HONOR

REVIEWS

■ Reviews for every new PS2 game. Complete with commentary from the PSM2 team.

JAMES BOND: EON

- SPY HUNTER 2
- SONIC HEROES
- WHIPLASH
- HYPER STREET FIGHTER 2
- SPHINX & THE CURSED MUMMY
- NIGHTSHADE
- ASTERIX & OBELIX XXL
- NFL STREET
- MAFIA
- THE HAUNTED MANSION
- ARC: TWILIGHT OF THE SPIRITS
- PUYO POP FEVER
- DOWNHILL DOMINATION

PS2 TIPS

■ Footage of expert PS2 players in action. Watch and learn. See Pro Dojo on page 100 for more.

PRO EVO 3 GOALS

- SSX3
- THE LORD OF THE RINGS: RETURN OF THE KING
- MGS2 SUBSTANCE

EXTRAS

■ Special features and extra bonus footage. Plus a hidden secret... can you find it?

- STARSKY & HUTCH MOVIE TRAILER
- SHOWREEL
- RANDOM FACTOR

WORLD'S BEST PLAYSTATION 2 DISC!

EXTRAS

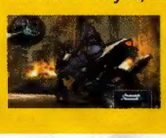
■ Want some more? Here's where it's at:

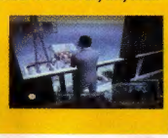
Showreel: Can't be arsed to select videos one by one? Then click here and sit back with a mug of Bovril and watch the whole disc without having to lift a finger.
Random Factor: Can't be arsed to *actually decide what it is you want to watch*? Simple, click here and let the disc magically choose something for you to watch.
Secrets: Hidden somewhere on the disc is a bonus clip. Try and find the hidden link, or just wait until next month when we'll show you where it was lurking.

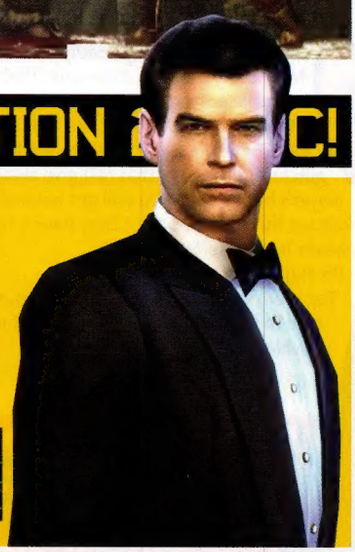
LAST MONTH'S SECRET FOOTAGE

■ Can't find last month's secret video? Look:

Last month's secret footage was the swish intro from EA's *EON*. Our cunning S.P.E.C.T.R.E. agents secreted it away in Pro Dojo. To find it, push up off the middle window. Aren't so clever now are you, Mishter Bond. Ah, ah, ah...







QUOTE OF THE MONTH: "NOT TESCOS TOMATOES, BUT THE METALLIC TASTE OF A HUNTER'S BLOOD"

Letters

THE LOUDEST VOICES IN THE PS2 UNIVERSE

► EMAIL: psm2@futurenet.co.uk - subject line 'Letters'

► WRITE TO: Letters, PSM2, Future Publishing ltd, 30 Monmouth St, Bath BA1 2BW

PSM2 WINNER!

Every issue, the writer of the Star Letter gets our eternal thanks PLUS a red hot package of PS2 goodies fresh from the PSM2 booty chest. So entertain us and your fellow readers. Let the prattle commence!

SPLITTER, HAPPIER:

"WE'VE PLAYED FOR HOURS, TREMBLING AT THE TENSION AND SCREAMING UNTIL OUR MOUTHS ARE SORE."

► **Dear PSM2,**

A year and a quarter since the release of *TimeSplitters 2* I still worship its wonderfulness at being quintessentially the best game I own on PS2 for multi-player fighting. I mean, me and my friends still love having sessions at the game. In fact, we created a sort of *Counter-Strike* (that's the original PC, still-good *Counter-Strike*) inspired game mode. You should try it out, if you haven't already – it's possibly the most creative thing we have done with our lives. The rules are: Deathmatch/Team depending on number of participants, Training Ground level, No Bots, all weapons sniper and vintage rifles, one shot kill, no radar, no handicaps and kills/losses. The score is your choice, but I suggest not making it too high, as these games have a tendency to go on forever if you have some rather skilled players. Then, basically, it's an every-man-for-themselves or team assault. Me and friends have played our game mode for hours on our big TVs; shouting, screaming, trembling at the tension, and then shouting until our mouths are sore. You really do have to be absolutely deadly careful from every angle to make sure that you are not spotted, because when you are, it's insanely hard to get out of it. YOU MUST TRY IT – particularly to see the glitches in the level that can give away a player's hiding spot. You will get hooked. Release this to the public – they have a right to know.

Adam Turner-Heffer, Norwich

P.S. Haggis = fine.

Top stuff. We're all about the *Splitters*, even a year on, and it's always nice to see people getting value out of their games. All you people whinging about EA – take note.

FUTURE PERFECT

► One thing I've always wondered: why has no game company ever made a Back To The Future game? I mean, it has a great story line, three films (which could be three games) and a never-ending plot line. You could play as both the Doc and Marty, completing objectives and missions, and the bosses could be Biff, Giff and – maybe for those who have been on the ride – a dinosaur. Also, do you know when *Kingdom Hearts 2* will be released? I thought *Kingdom Hearts* was a brilliant game.

Matt Harris, Waterlooville

Ah, but there *was* a BTTF game, way back on the Spectrum – you skated around corridors collecting guitars and spacesuits and... Christ, it was terrible. As for *Kingdom Hearts 2*, don't expect it until 2005.

HUNTING SEASON

► Dear PSM2,

Ahh, the ice cold face of a corpse smothered in mass-produced carrier bags, seeping with... no, not Tescos tomatoes, but the metallic taste of a hunter's blood. What an abhorrent way to bring fear into the world. And I think it's bloody brilliant! *Manhunt*, has got to be the one of the best games around.

Generally, when people talk about *Manhunt* all they seem to bring out is that it's full of vile gore and disgusting, mindless killing. They're wrong. *Manhunt* isn't just a

GOIN' POSTAL

Tiny little letters, given their own tiny little section before they're ruthlessly stamped on like sick puppies, orphans or cockroaches. Or something. Keep 'em coming!

STUNNING

Just imagine the Rock beating down a goblin, or Stone Cold Stunnering an Orc.

Jay Unsworth, e-mail

A WWE/Orc crossover? Interesting. Keep taking the tablets.

COOL

I THINK YOU IS DA KING OF COOL.

Matt Tompkins, e-mail

Thanks.

PURPLE STAIN: Rockstar's gore-filled best-seller continues to polarise the opinion of gamers around the globe. Should this sick filth be banned, or is it the natural progression of gaming?

SPEAK TO THE TEAM APRIL 2ND !

CALL THE PSM2 HOTLINE!

01225 788157

YES now YOU can SPEAK to PSM2! Call the Hotline and leave us a message at any time, day or night! Alternatively, call us LIVE between 2pm and 5pm on Friday April 2nd, when we'll be answering the phone in person! And it ain't no '60p per second' porno line either! Bargain!

"YOU'LL SQUEAL NOT TO GET HURT. WHICH IS JUST LIKE REAL LIFE, PROBABLY."

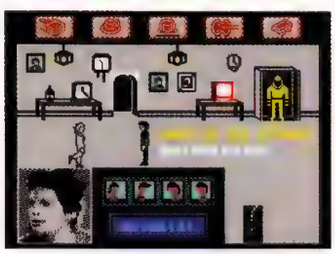
game, but an experience, filled with passion and emotive images. Your sex drive fuels the very potential you invoke into your execution. [???!??] It's a cinematic masterpiece that touches you and never lets go. The voice in your head drives you to batter the brains out of your enemy, who in some ways is never your enemy. The way your heart pumps when you perform the most brutal killing, watching the guy with his back turned crumbling in pain, and you triggered it all, just by pressing a few buttons... oh the control!

This is how *Manhunt* grips you; simulating power. Whilst also being a great game to play, its use of stealth, shadow and action make for a brilliant game. The radar is excellent, like a projection of your senses – not some fancy high tech gadgetry, but a human's most powerful tool... your senses help you hunt and survive. Play it in the dark and when a hunter takes chase you'll probably squeal just not to get hurt. Probably like real life. *Manhunt* connects to you, using survival elements and the reality of being hunted by people who really want to hack you into a most unrecognisable mess... and you feel it. Don't listen to the critics that say this is the type of game that fuels madness and death. It doesn't fuel that, it fuels your very self to avoid the pain that can be created.

Manhunt takes you closer to the truth that you really don't want to happen. *Manhunt* gives you the violence that you maybe did not think was possible in the real world. *Manhunt* drives you away from the bad life. *Manhunt* is a bloody good game, bloody good fun and bloody hell – it's so fantastically presented it actually makes you feel something and takes you somewhere.

Alex Roe, e-mail

We get about four letters a month from Alex, but this is clearly the most mental one ever. That sentence about sex drives? Read it again – it doesn't actually *mean* anything. And 'the enemy who's never your enemy?' *They're trying to kill you.* On the other hand, he's right – *Manhunt* is great. Although...



GIVE ME CLEAVER

► Dear PSM2,

I don't know if it's because I'm becoming desensitized by violent games, but I found *Manhunt* to be very disappointing, I was so excited by the possible carnage to be had with all those weapons – but Rockstar gave us a half arsed stealth-em-up with a very short-lived gorey stealth kill option. The only cool thing about the gore was the abillity to completely mash the CPU's skulls in with a range of baseball bats. I am surprised that even reaching the rednecks level and playing with the nail gun couldn't make it even a little bit fun, I ended up trading it in less than two days.

Garry Buckley, via e-mail

Right, so let's get this straight: You traded *Manhunt* before you'd played more than four levels into the game, got the shotgun or seen the hammer/sickle/cleaver deaths? Yeah, you're obviouly 'desensitised' – that *must* be it...

USE DIVORCE, LUKE

► In *GTA4*, you should be able to have a job, get married and have children. You should be able to go for a coffee and a sandwich at dinner, then go home to make love to your wife, finding out she's nine months pregnant, get divorced, fight over the child pay mintage and get a younger girlfriend to make your ex jealous. I think it would be great.

Christopher Smith, e-mail.

We remain unconvinced.

PANTS
Co-operative *Final Fantasy* would sell faster than Kylie's knickers.
Philip Stevens, e-mail
We doubt it.

KEEN
Could we have a readers' issue where we write it?
Josh Kellard, email
Sure – we'll be in the pub.

SAUCE
You don't have to sleep with the developer unless you want to.
Elliot Davis, Essex
That's what *we* keep telling him, but he's pretty insistent...

GOODHEW
You can't swim when you've got shitloads of guns on you.
Khalid Al-Jaff, London
Wise words.

SHOCKER
If I ever make a game I'll send you guys the very first copy of it (even though it may be really crap)
I promise...
Stephen Crawford, email
Crap y'say? Thanks...

SHOOTO!
I think *PES4* will be very good.
Lurch, Sutton Caulfield,
Really? No!

Letters

THE LOUDEST VOICES IN THE PS2 UNIVERSE

OWEN DOWN?: Send in your tapes of *PES3* players doing the nasty now! And we're not even joking.

"LOOKS LIKE THEY'RE FEELING EACH OTHER OUT!"

LOVELY BALLS

► First of all, the *Pro Evo 3* 'slowdown bug'. I have used the double speed cheat, and turning it off makes the game look slower, as a matter of perception. Turn it off and save the data. Leave it for a while and play another day. It's good again! However, I can't help with *Mafia*'s framerate, which reminds me of the first *GTA* game on the PSone! I'll be surprised if this game gets higher than a 50% score! Hmm, *Sonic Heroes* is out... WAIT FOR YOUR REVIEW!! Lesson learned.

Finally, the *Pro Evo 3* commentators are randy perverts. Just read the evidence:

1. "Looks like they're feeling each other out."
2. "This will be a close encounter!"
3. "Can he get on the end of it?"
4. "He shoots!"
5. "They came from behind to win"

Disgusting.

Matt Barker, Leicester

And that's to say nothing of the, um, 'over-friendly' goal celebrations, handily illustrated above.

WRINKLE CUT

► Guys, please be careful with the tone you use when you talk to your readers. You sometimes seem to assume you're dealing with teenagers exclusively, which makes us older gamers a little uncomfortable. Is it wrong to play in your late 20s? Why's everyone frying me for that?

Chris Mattary, e-mail

Hey, nothing wrong with being the wrong side of the big two-five. We'll increase our references to 1970's public information films just for you.

WRITE TO PSM2 WITH: FFX-2. THE BEST FINAL FANTASY YET? STAR WARS: COMPLETE FLUKE?

JOB'S A GOOD 'UN...

► Having missed out on the PSM2 Idol competition (I should really stop drinking), I was wondering if you would ever be running a similiar competition in the future?

I've been playing video games since the Master System and would love a shot at being the next Alfred Hitchcock of video game reviews. No, I'm not sure how that would work either.

Ben Kelleher, e-mail

Not in the near future, but check out www.futurenet.co.uk/futureonline/jobs/ for similar stuff. And good luck with the drinking, by the way.

AND FINALLY...

► What if Nintendo, Microsoft and Sony got together and created a universal control pad?

Gordon Buston, Limerick

Yeah, that's a brilliant... no, hang on sec...

© Kobal

► ASK THE PSM2 ROBO-MIND

Questions that only a machine can answer. Or, for that matter, cares about.

KICK IT TO THE NURB

► Dear PSM2,

Reading your article on the PSP got me thinking. I'm probably one of the few people in the country whose ears pricked up at the mention of NURBs and B-Spline curves. You see, I am currently in my final year studying engineering, which unfortunately means next year I have to get off my lazy student ass and find a job. One of the things I have picked up at uni is the use of Computer Aided Design (CAD) to produce polygon models. I have been playing around with various packages in my spare time and I like to think I have got quite good. One of these packages is Rhino3D, which I got interested in when I found I could design unit models for the ageing (but still good!) *Total Annihilation* RTS game. This package uses those wonderful NURBs and B-Splines to great effect and the possibilities for what I can create are only limited by the amount of free time I have. Getting to the point: I was wondering how compatible these skills are with the games industry? More to the point, are people with my skills (or lack of them) in demand, or can anyone do it? If you could give me any guidance on who to talk to, or how to apply for a job in the industry, I would greatly appreciate it. Cheers!

Daniel Swatton, e-mail

[redacted]

CHIP-SHOP HOORAY?

► Here in Lebanon we are able, to buy games for merely $4 by putting in a chip in our beloved PS2. Does this process exist in the UK and is it going to hurt our consoles?

Ray Jamhouri, Lebanon

[redacted]

PRIMAL SCREAMS

► To the good folk at PSM2. With issue 29 of your excellent mag you supplied an equally excellent DVD. On that DVD is a demo of *Primal*. My question is: what's the name of the band that plays the accompanying music and what's the name of the track? Thanks a lot.

C. Champion, e-mail

[redacted]

LAN OF THE FREE

► One day I was playing *TimeSplitters 2* and went into Arcade. I then see a Network menu and remember this is only for the i-Link function. Or is it? I went in and it said Network type LAN instead. I went to start the game anyway, and it told me to make sure the Internet provider was correct. Once I said OK, it started connecting. So is it really online?

C. Champion, e-mail

[redacted]

PSM

PLAYSTATION 2 MAGAZINE
PSM2

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RUMOUR OF THE MONTH: SQUARE ENIX WORKING ON A FINAL FANTASY 'CLOUD' PSP GAME SEE PAGE 17

Acce

16 Resident Evil 4

It's back. It's looking better than ever. Now, if only we can make Capcom confirm a PS2 release. Or how about a PS3 release? Oooh...

17 Conflict: Vietnam

Like the look of our covergame *Shellshock*? Well the team behind *Desert Storm* have a 'Nam game on the way too.

25 Silent Hill 4 + Final Fantasy

The developers of both games speak exclusively to PSM2 about their game and the future.

You want more?!

Okay, what about the latest on Call of Duty (17), PStwo (28), SingStar (26), GoldenEye on PS2 (18), World's Scariest Police Chases (21), Euro 2004 (16), Catwoman (24), Burnout 3 (21), and Gran Turismo 4 (21).

RUM AND CHOKE: Looks like you'll be able to protect your ass by using enemies as human shields.

THE APE ESCAPE: Control the mind of a primate and make him do your bidding.

HP: FORCE: This external scene reminds us of the ol' Oblask Dam...

LEVITATION'S WHAT YOU NEED: Use your psychic powers to take control of many objects you find.

"THIS IS ALREADY ONE OF OUR MOST ANTICIPATED TITLES. THE PUBLISHER RACE IS ON"

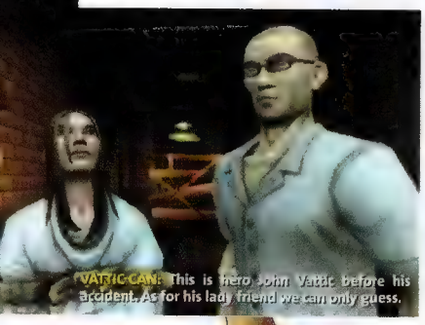
erator

SCANDALOUS GOSSIP, INSIDER DIRT, ZERO BULLSHIT

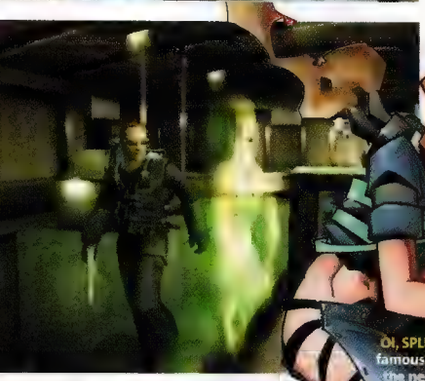
SECOND SIGHT

FREE RAD'S SECRET GAME IN FOCUS

Espionage, murder, ESP... Timesplitters 2 folk unveil the most exciting original game of 2004 – and it's nearly finished!



VATTIC CAN: This is hero John Vattic before his accident. As for his lady friend we can only guess.



OI, SPLITTER!: Free Radical are famous for *TimeSplitters*. Think the new game looks similar?

With all eyes on their potentially lucrative publishing deal with EA for *TimeSplitters 3*, leading UK developer Free Radical have shifted focus to *Second Sight*, their long rumoured stealth game. The title was whispered to appear at last year's E3 after furious denials from mooted publisher Activision, but our first glimpse of *Second Sight* arrived out of the blue, via an email to PSM2.

The shock news? Not only is Free Radical's game without a publisher, it – to quote the press release – "will be completed shortly with an anticipated worldwide release later in 2004". Reading between the (quite obvious) lines, it's a come-and-get-me plea to start a bidding war between interested publishers.

One stumbling block, as tragic as it sounds, could be the original nature of the gameplay. *Second Sight* is being touted as an immersive thriller with paranormal psychic abilities, stealth and intense shooting sections too. It sounds like the third-person equivalent of *Haven* "the game that is all games", but with less shit platforming, yo-yos and hippies.

you've been left with devastating psychic abilities. Wracked by guilt and fuelled by rage, Vattic uncovers a vicious conspiracy that goes all the way to the top.

The early shots show Vattic tossing round TVs with his mind, disguising himself with a mysterious stealth shield and – we love this – controlling an ape with ESP. The visual style is very similar to *TimeSplitters* – that is; very French and with characters that look like

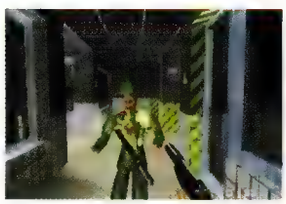
"PARANORMAL PSYCHIC ABILITIES, STEALTH AND SHOOTING SECTIONS TOO"

The plot's equally exciting, like a bastard crossbreed of Midway's forthcoming *Psi Ops* and Ubisoft's excellent *XIII*. You play John Vattic, a feller who awakes in a US medical facility, after being subjected to traumatic surgery. With your memory shattered, you've got to piece together flashbacks of a covert mission in Siberia investigating psychic research. Without giving too much away, the mission went horribly wrong and malnutritioned refugees – but with richer spot effects and environments. Heck, one of the shots is a dead ringer for the opening dam level in *TimeSplitters 2*.

PSM RECKONS *Given the pedigree of 'Splitters, and Free Rad's focus on tight gameplay over superfluous pizzazz, this is already one of our most anticipated titles of 2004. The publisher race is on...*

EA REMAKE FREE RAD CLASSIC?

ALSO: EA are rumoured to be remaking N64's 1997 classic *GoldenEye* (see page 18). The game was developed by Rare, but key team members left to form Free Radical in 1999. In a perfect world, we'd like to see beardy PSM2 legend Dave Doak (or fellow brain Steve Ellis) – creators of *TimeSplitters* – work on the new *GoldenEye*. But with the team currently committed to two projects, development house Visual Sciences are on the job.



SILENCER IS GOLDEN: Ex-Rare employees and Free Radical founders Doak and Ellis made *GoldenEye*.

DAVE ONLY GONE AND DONE IT: Dr Doak appeared as a character in *GoldenEye*, looking slightly pointy.

GLAZED AND CONFUSED: Dave is so famous we put him on a commemorative plate in PSM2#11.

GIVE US RESIDENT EVIL 4 NOW!

PLEASE.

Dear Capcom,

Look, we'll just come out and say it. Cheers for bringing *Viewtiful Joe* and *Killer 7* to PS2, but we've got one more *tiny* favour to ask. Bring *Resi 4* to PS2, eh? You might as well – those photo-realistic backdrops and flashy torch light-sourcing effects can't have come cheap, so why not get a bit of return on your investment? Besides, it isn't exactly fair to reintroduce Leon from *Resi 2*, make him a secret agent and then *give him the frickin' Umbrella virus* without giving loyal *Resi* fans a chance to see what he's up to. And the first *Resi* without zombies? That sounds brilliant – after Sony's excellent *Siren*, we *love* the sound of getting hunted down by genuinely intelligent villagers with sickles and pitchforks. Well, not in real life, but you know...

And no more creaky door-opening bits? Brilliant. We couldn't *believe* that. First-person combat, real-time cutscenes – the list goes on. And what about those crafty fork waving villagers? Target someone early on, then when the game progresses they'll hang back to avoid a lock on, possibly scarpering away to lead us into a trap with six of his bow-wielding mates around the corner. That sounds incredible. We want to shoot people in the leg and watch them limp, dammit.

Reckon the PS2 can't handle it? Well, fair enough. The game won't be finished until 2005 so how about an *even better* version for the PS3 launch in late 2005? It'd be just like you did with *Code: Veronica* on Dreamcast first then later on PS2. Aw, go on. Please?

Cheers,
PSM2

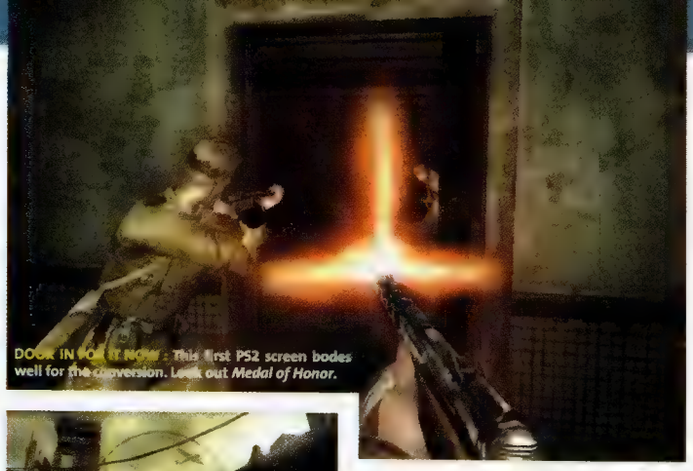
EURO A GO-GO

EA confirm **Euro 2004**. Shocking, eh?

With *FIFA 2004* still whirring in PS2s across the country, EA have announced *Euro 2004*, the official game of this summer's biggest sporting event (Sorry, Olympians). Unsurprisingly, *Euro 2004* will be released in early June to co-incide with the anticipated swell – and not the inevitable deflation – of national pride.

For those already checking their wallets for £40, don't forget that EA are still working on *FIFA 2005*, due for November 2004. The games are being developed seperately at EA's Canadian HQ. Thankfully, *Euro 2004* does look decent, with over 51 teams from the qualifiying contest (Including Scotland, Eire and Wales), ten new right stick skill moves, morale affecting players' performances as the tournament progresses and the chance to create European dream teams.

PSM RECKONS *We're reserving judgement til we see Euro 2004 up close. Don't forget, EA's World Cup '98 game was a series highpoint.*


DOOR IN FOR IT NOW: This first PS2 screen bodes well for the conversion. Look out *Medal of Honor*.

GRAVE TIDINGS: Each level features several lush set pieces to maintain the tension.

DUTY CALLS

Activision venture into the breach with **Call of Duty** – the game disgruntled **Medal of Honor** employees always wanted to make.

They're all at it. *MGS3*. *MOH: Rising Sun*. *Shellshock: 'Nam '67*. In the world of videogames, jungle *is* massive. But the next big thing in games development won't involve palm trees and filter lighting, but the screams of your dying colleagues. The buzz? Buddy scripting. We're not talking squad-based strategy where you bark out commands, but artificially intelligent allies who follow you into battle. In Activision's stunning *Call of Duty* – a conversion of the PC original – you'll be providing cover and feeling every bullet taken by your AI buddies.

If you were stunned by the D-Day landings in *Medal of Honor: Frontline*, Activision's game will astound. *Call of Duty*'s strength is its rich string of set-pieces that pack in more fist-in-the-air moments than any *MOH* game. You play as three characters – a British paratrooper, an American paratrooper and a Russian conscript – with the emphasis on being part of a larger conflict. As such, it's essential to take notice of your AI compatriots – if they don't provide supressing fire, you're going to get shot at by the enemy. Likewise, they'll tell you when they run off, so you can cover *their* asses. In one scene, charging across no-mans-land into machine gun fire, we even found ourselves picking AI favourites and making mental bets on which soldier would make it across with us.

PSM RECKONS *This will rock. Developers Infinity Ward are the original brains behind* Medal of Honor, *and we'll be gagging for this come late 2004.*

WIN! LOADS OF BAD BOYS 2 GOODIES!

A whole pile o' stuff for you. The fun never ends...

If you've spent your life chair-less then we're here to help. Got nothing to keep your tea hot? We're your men. Need a fetching vest-top to show off your manly arms? Hell, brother, we're *all over* that shit!

Yup, in honour of the *Bad Boys 2* game from Blitz games, we've got enough *Bad Boys 2* related prizery to make you feel as if you *are* Will Smith, and that downtown Sheffield/Chelmsford/Swindon (delete as appropriate or insert your own home town) is easily as drop-dead sexy as sultry Miami. Mmm-mm mama, oh yes indeed.

First up, one winner can get all the stuff pictured opposite including, but not limited to, copies of the DVD, soundtrack and game, a director's chair, funky thermos flask (it keeps hot drinks hot and cold drinks cold - amazing!) and, ooh, loads more gadgets and guff. Four runners-up get 'just' *Bad Boys 2* goody pack which is worth over £100 on its ownsome. Word to your mothers!

QUESTION:
Who's been the baddest boy?

A) Will Smith
B) Martin Lawrence
C) Hitler

Answers on a postcard to: "I'm a bad widdle boy", PSM2 Magazine, Future Publishing, 30 Monmouth Street, Bath, BA1 2BW. Entries must reach us before April 16th. We out. Peace.

Bad Boys 2 DVD courtesy of Columbia TriStar Home Entertainment

KAZ HIRAI'S ALL-SEEING EYE!*

Hello! I literally am Kaz Hirai, CEO of Sony America, although I'd have expected you dumbasses to have worked that out by now. I mean, I've been on this page for frickin' months now. Sheesh. Anyhoo, I'm blessed with a future-seeing third eye – I no longer get caught short, which is good news for my dry cleaner – and I've grown to hate the network adapter. It ain't light, lemme tell you! And now, back to the future. Wha – ? No, Marty! Don't do it! She's your mother, for God's sake! Still, she's lookin' pretty fine, as Busted once so memorably sang. Ah me.

NEVERSOFT TO TACKLE THUG 2 AND 'SECRET' NEW PROJECT

Activision have confirmed that developers Neversoft are working on a sequel to *Tony Hawk Underground*, following the announcement of their recent financial results. CEO Robert Kotick hailed the "new direction of the Tony Hawk brand", suggesting that Activision will continue to push the story-led, 'gritty' vibe. Which – let's be honest – shat on its hardcore credentials with limp gags and cheesy MTV production values. Neversoft are also working on another title, possibly due 2005. Their last non-Hawk's game was *Spiderman* on PSone, so the signs are good.

UBISOFT WORKING ON PRINCE OF PERSIA SEQUEL

Ubisoft are working on a *Prince of Persia* sequel, according to their recent financial results. Company Chairman Yves Guillemot declared *PoP*, "a resounding success", though the game was bundled with free copies of *Splinter Cell* in the states to boost sales and sold for £20 within weeks of its UK launch. The sequel will offer an 'improved marketing positioning', suggesting that you won't be flapping around Egypt in pyjamas, but leaping buildings in the present day, dodging bullets.

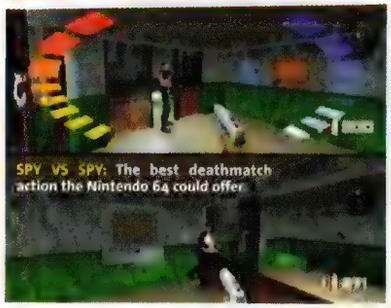
SEGA BOD PROMISES OLD-SCHOOL GAME REVIVAL

The great news for fans of the classic Sega Saturn game *NiGHTS* (a side-scrolling flight-em-up where you steered a purple jester feller through hoops – no, shit) is that Sonic Team's Takashi Lizuka is banging on about a next-gen sequel. "I have some very loyal fans out there and I promise that as long as I'm at Sega I will create *NiGHTS* again... I just don't know when. There are no plans as of now. The more I hear from fans about their love for the game, the more reasons I have to consider it as my next project." Good(ish) news, then, even if it's hard to see what the leap to full 3D would bring. On an unrelated note; Square-Enix are said to be working on a *Devil May Cry*-style (who isn't?) action game featuring Cloud from *Final Fantasy VII*. This would rock, but don't hold your breath – you'll just go red and look stupid.

(*) The column that really should be known as Rumours...

Accelerator

SCANDALOUS GOSSIP, INSIDER DIRT, ZERO BULLSHIT



SPY VS SPY: The best deathmatch action the Nintendo 64 could offer

CAMERA: He won't be such a smug git after we remodel his face.

GOLDENEYE COMES TO PS2

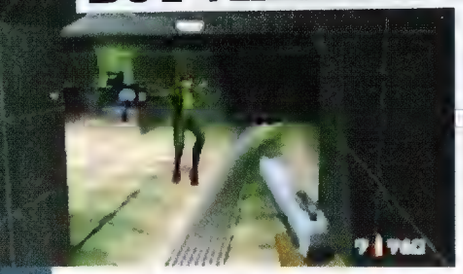
EA announces a remake of Bond's finest hour? New developers drafted in? Do be careful, 007...

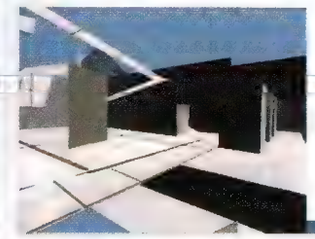
Fed up of people comparing every Bond game to Rare's N64 classic *GoldenEye*? Then there's only one solution – remake *GoldenEye*. Or at least, that's what you do if you're EA, current owners of the rights to every Bond film and more money than 007's had one night stands.

With ex-Rare boys Free Radical Design busy working with EA on *TimeSplitters 3*, (and unsigned *Second Sight* – see page 14) they won't be handling the job themselves. Instead, development duties go to Scottish developer Visual Science and EA's Los Angeles studio. It hasn't been confirmed whether they'll be following the original's FPS format, or using the current third-person/sub-game/Bond moment-led format. We'd love to see an updated version of the original – with Brosnan's scanned-in face, online play and diamond-faced baddie Zao as a selectable character, natch. In fact, latest rumours from the US suggest – get this – that players won't control Bond, but villains like Dr No, Goldfinger and Baron Samedi, fighting *against* 007 and each other in an FPS. Quite how this ties in with the film, you decide.

PSM RECKONS *Massively cynical, or absolutely brilliant? GoldenEye's perfectly-pitched gameplay and Everything Or Nothing's slick production values sound like a match made in Q-lab. Just don't ruin our memories of the N64's best game, EA.*

"RUMOURS SUGGEST THAT YOU WON'T CONTROL BOND, BUT VILLIANS LIKE DR NO"





THE LOST LEVEL

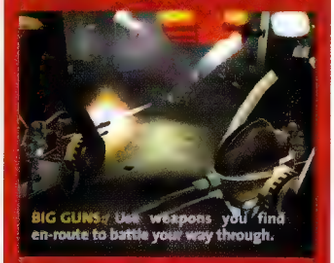
Rare denied it. It took six years to find – but the ultra-secret, much-rumoured Citadel level *was* in the original *GoldenEye* after all. "Citadel was a very rough test level... it's not in the finished game in any shape or form," said Rare. Despite that, the devoted code-monkeys at the Detstar *GoldenEye* project found the very rough-looking, but undeniably *GoldenEye*-ish level in the original code. Another one for the update? Could be... but, probably not.

FIRST SCREENS!

AREA 51 UNVEILED

As you read this Dan Dawkins is in Vegas having the first details of Midway's alien conspiracy FPS poured into his ears. But here's the first ever screenshots – and what a beauty it is. More next month.

BUG HUNT: Explore the famously secret US base and kill anything funny looking.



BIG GUNS: Use weapons you find en-route to battle your way through.

ROGUE TROOPER: The base is home to all of America's darkest military secrets.

SPACED, MAN: Hello there, fella. Check the size of my blaster, eh...

PSTWO FOR CHRISTMAS

Smaller. Cheaper. And where does the Hard Drive go?*

*Er... it doesn't

Sony are great at making things smaller. Before Sony's Walkman cassette players was the size of wardrobes and digital watches had to be worn across *both* wrists. They turned PlayStation into PSone and soon they'll be officially announcing a similarly mini PStwo.

But we've got the inside story now. Here's what's happening. You know that massive gaping chasm in your PS2? (Prize off the expansion port cover for a look.) Well that's for the chop, accounting for most of the space saved and the amalgamation of the Emotion Engine and Graphics Engines into a new superchip means that PStwo will be less that half the size and weight of your full-fat machine. And there's more good news. They're aiming for a £99 price point. However this price drop is being paid for by the new machine's rumoured inability to play DVD movies. This would save Sony cash both in DVD chippery and technology licensing costs.

So good news and bad news – especially for the future of the hard drive add-on. With no place to *put* the thing, a UK launch for the network enhancer looks doomed.

TWO OUT: Smaller, sleeker, sexier. But will Sony just cut the numbers down like this or radically redesign?

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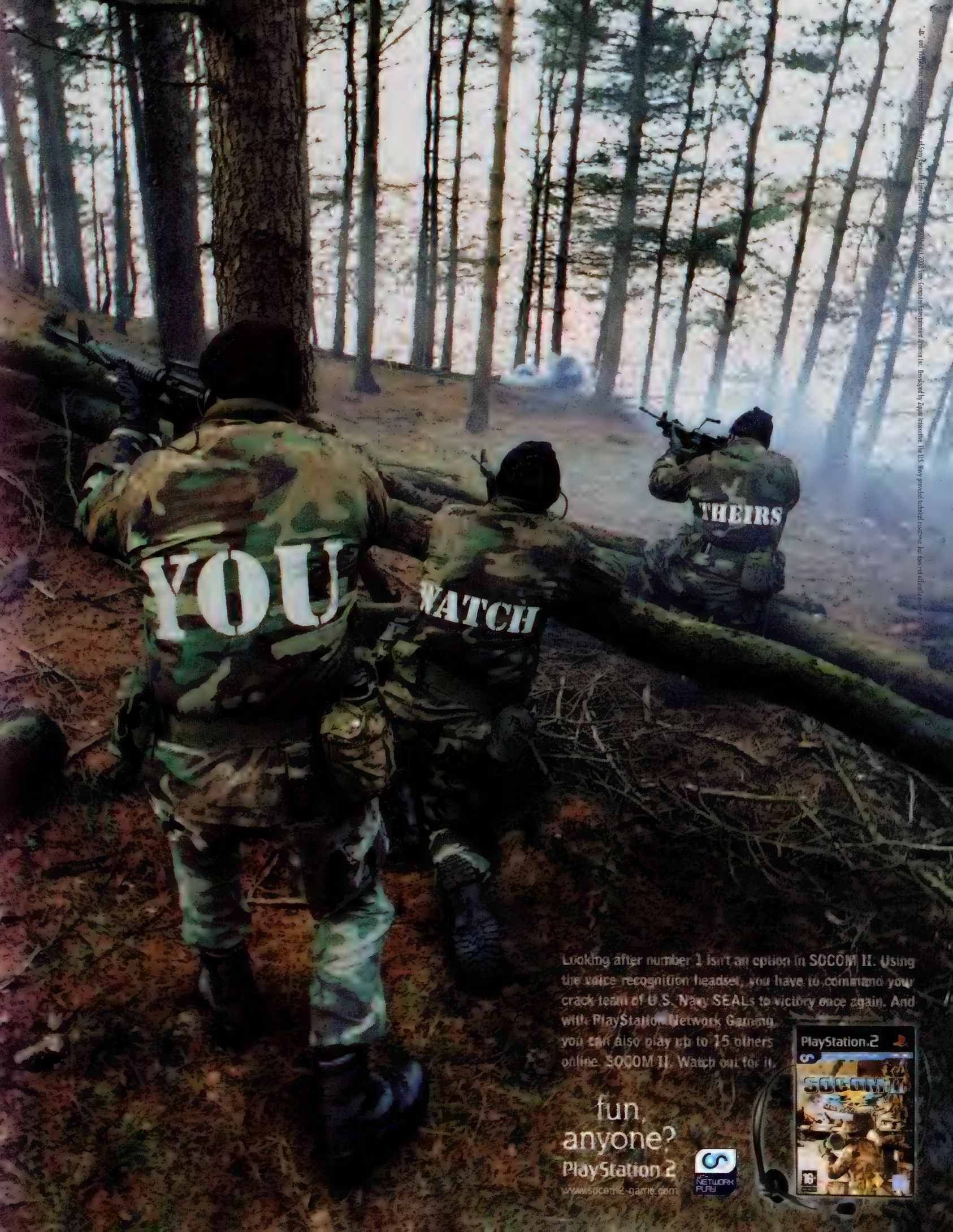

Looking after number 1 isn't an option in SOCOM II. Using the voice recognition headset, you have to command your crack team of U.S. Navy SEALs to victory once again. And with PlayStation Network Gaming, you can also play up to 15 others online. SOCOM II. Watch out for it.

fun, anyone?

PlayStation 2

www.socom2-game.com

NETWORK PLAY

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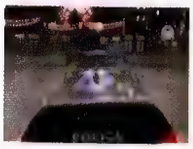
WORLD'S SCARIEST POLICE CHASES 2

We've got a 10:4 on a flaming tank. Subject may be homicidal. Repeat: homicida...nyargh! Exclusive screens of Hotgen's maniac police racer.

STAY WAY TO HEAVEN: You'll need to stay focused on the map, what with the distraction of the neon lights.



We're very rarely wrong, except for that time when Dan G tried to teach his grandmother to suck eggs (that was messy), so believe us when we say this: *World's Scariest Police Chases* was the last great game on PSone (scoring 9/10 in our sister magazine Official PlayStation in 2001). Taking its cue from both *Driver* and the mentalist yanks-with-cars-do-stupid-things TV programme, it was, to be concise, a hoot, as you got to chase down perps across sprawling cities with the aid of a cop car and – [adopts stern voice] – an M16.

Brilliantly, the PS2 is going to get a sequel, with more scenarios based on implausible real life events. The prequel saw you chasing drunk drivers, protecting informants from the mob and shooting down tanks. In development with Hotgen studios (the people behind, er, *Eggomania*, and not the game's original developers UDS), these early screens of the game promise more hi-octane chase action, a mixture of *Driver* (again), *Crazy Taxi* and *GTA*. There's over 50 cars, three cities and more than 20 missions. Sounds good, no? The game's due for release this year, and while no publisher is yet confirmed, we'll have more for you soon.

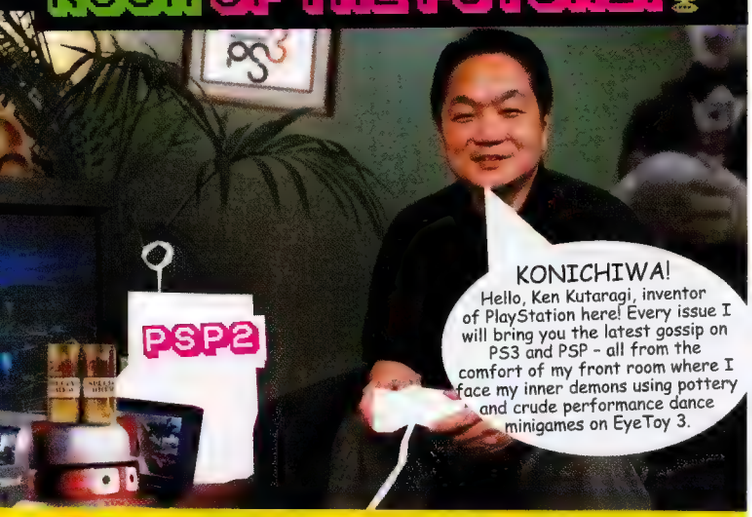
PSM RECKONS With its deadpan cheesball voiceover and gloriously OTT chases, the original was way more fun than the slightly macabre TV show from which it draws inspiration. More on this, soon.

BRIDGE RACER: The TV-style inset camera will keep you updated on the escaping

***Gran Turismo 4* has been delayed... again...** missing its July release date and being **pushed back to November.** Why? **The six-player online mode** needs more work and rumour has it that **Polyphony are sweating blood to make the AI a bit cleverer** than the follow-the-racing-line routine of previous *GT*s...

PS3 AND PSP NEWS FROM...

KEN KUTARAGI'S FRONT ROOM OF THE FUTURE!


PSP2
KONICHIWA!
Hello, Ken Kutaragi, inventor of PlayStation here! Every issue I will bring you the latest gossip on PS3 and PSP - all from the comfort of my front room where I face my inner demons using pottery and crude performance dance minigames on EyeToy 3.

There's a lot to get through this month, so let's start by talking about me. I'm rich! Rich like astronauts I tells ya! Sony recently bought out my share in the Computer Entertainent division, earning me a cool 4.2 billion yen (about £20.4m), making it even harder to confess that PSP probably won't offer wireless network play or recordable TV playback despite whispered promises to the contrary. So I won't, and we can all concentrate on me! Ken rules!

In other PSP news, the latest rumour is that the LCD screen won't be backlit (like the original Gameboy Advance, which could only be played under football spotlights), but will take advantage of cutting edge organic light emitting technology for unrivalled clarity.

The other big noise is that PS2 and PSP will be compatible, and share saved game data. Think about that in context of *PES3* Master League. Wow. Natch, I knew all this in 1986, but – death by money allowing – see you next month!

BURNOUT 3!

EA's lightning threequel wants to crash and burn...

When we broke the news of *Burnout 3* waaaay back in issue 34 our first thought wasn't 'yes!', but 'oh 'eck'. How do you expand on one of the purest arcade racers on PS2, without polluting the game's intrinsic simplicity? Solution. Resist the temptation to make the game fiddlier, more realistic, strategic or – heaven forbid – weave in a nonsensical story mode like *R: Racing*, and amplify what *everyone* understands: crashes.

There's more cars (50, natch), it's faster (obviously), there's five opponents to race instead of three (but of course), but the big deal is that it's got online multiplayer. Oh, and that you're encouraged to ram the hell out of those that get in your way. You can now top up your Boost bar by nudging or sideswiping enemies, or get a full meter by taking 'em out completely. Takedown! Brilliantly, you can also boost without building a full bar.

PSM RECKONS *This sounds like a stunning sequel. Expect a full play test next issue.*

MEAT AND TRUE VFG: They're going all out to make the vegetation as real as poss.

WHAM BAM THANK YOU 'NAM

America's forgotten war is back in **TWO** new games. **Shellshock** goes head to head with **SCi's Conflict: Vietnam.** Let the battle commence...

The *Conflict* series is massive. After plundering two Gulf wars, SCi are turning their attentions (and prestigious war gaming abilities) to the Vietnam war. But the jungle is getting rather crowded already. *Shellshock* has laid its bloodstained cards on the table (see page 30), so what does *Conflict* do differently in order to win this war?

Once again you play as part of a four man team, and are able to switch between players at will, relying on an improved AI routine to take control of your buddies while you're not in the hot seat. The late 60s time period means we have to kiss goodbye to *Conflict*'s old hands and wave hello to new privates Ragman, Junior, Hoss and Cherry.

Visually the game is dramatically different to the first two efforts by virtue of an improved graphics engine and that new setting. Currently, however, it looks as though *Shellshock* has got the edge on it for dense, detailed junglism. The draw distance on *Shellshock* is amazing.

ON YER STRIKE: Call in airstrikes to pick off pesky VCs waiting in ambush up ahead.

GUNNER GET IT: Take charge of enemy gun emplacements.

However, *Conflict* currently has the edge on it for variety. The fights around ruined city scenes (shown here) are looking great already, while *Shellshock*'s promised street battles are still very much under wraps. That said they're promising the same intense cat and mouse games of detection and evasion as seen in *Conflict*. Expect an update very soon.

The Base Camp (where whores, booze and bongo can be bought) is exclusively *Shellshock*'s however.

Elsewhere things are disturbingly similar. Both have the ability to call in airstrikes on potential threats up ahead and both feature blood and guts and detachable limbs – a first for *Conflict* and very much part of the gameplay experience for *Shellshock*.

PSM RECKONS *It all comes down to whether you want real strategy, squad-based action or prefer* Shellshock*'s orchestrated, claustrophobic one-man-vs-hell concept. It's going to be one hell of a fight.*

HEROES FOR HIRE

EA gets ready to take on the Marvel universe... and lose. Probably.

Yes, you read that right. Obviously not content with the ...*Vs Capcom* series, Marvel Comics have signed up with none other than EA. Our favourite corporate behemoth is working on a game pitting Spider-Man and the boys against heroes designed by EA. In return, EA's characters will be featured in a special series of comics. Now, we're not questioning EA's ability to come up with compelling characters – *yet* – but apart from licenses, who have they *really* got? Football man? Golf bloke? Car driving person? To give you an idea of the likely outcome, we've pitted three EA originals against their comic counterparts...

THE SILVER SURFER VS MOBY JONES

"Everything is formless, yet nothing is without form," muses everyone's favourite shiny naked Zen philosopher. "Geezer!" Counters Jones. "Blessing, or curse? Right or might? Ying or yang?" Whispers the Surfer. "Soooorted!" whoops Jones. "Avin' it laaarge! Mentaaaaal!" Shortly afterwards, he's engulfed by an avalanche. One-nil to Marvel.

TY THE TASMANIAN TIGER VS WOLVERINE

Ty's fighting for pride and comes out spinning, following up with a lethal arse-splash. Wolverine does a shot of whisky and puffs his cigar. Ty slings boomerangs. Wolverine shrugs, goes mildly berserk and cuts him to ribbons with his unbreakable admantium claws. Mutant healing factor? Not needed. Final score? Never in doubt.

THE HULK VS JIMMY PATTERSON

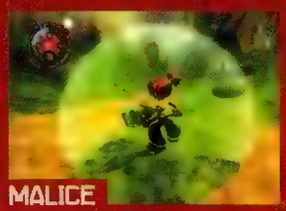
Predictably, Jimmy gets the first shot in, giving Bruce Banner an all-American rifle-butt to the plums as the mild-mannered Doc minds his own business. From there, though, it's one-sided stuff, as Banner hulks out. Pistol? Grenades? Bazookas? They just make the green lad angrier and bigger. One quick 'HULK SMASH!' and it's all over. Hulk: one. Puny tin-hatted man-pancake: nil.

Accelerator extra

Lightly salted news caviar for the discerning gamer.

FORGOTTEN REALMS

Stormfront, the team behind *LOTR: The Two Towers*, are putting their scrolling hack-'n'-slash skills to work on a Dungeons & Dragons spin-off PS2 game. Loads of destructable scenery is its major new trick.



MALICE

Canned by original publishers Vivendi, but recently resurrected by Evolved Games, this cute-goddess-with-a-big-hammer sim is on track for release next month. Should be good.

GOD OF WAR

Want a bit of high concept? Sony's *God of War* is essentially *Devil May Cry* meets Greek mythology. It's full of sweet touches, like using Medusa's decapitated head to petrify enemies.

MORTAL KOMBAT 6

Rumoured to be *MK: Deception* it'll feature more gore than ever before and hundreds more new ways to gut and dice your enemies. This first image of Baraka sets the tone.

DISGAEA

A hardcore strategy-based RPG set in a demonic netherworld that's not afraid to poke fun at itself – that just about sums up *Disgaea*. Expect 40 hours of gameplay. It's out in May.

SAMURAI WARRIORS

Dynasty Warriors developers Koei invite you to lead a band of Samurai and Ninjas to the battlefields of 1467 Okehazama and Kawanakajima. Watch for a guest appearance from historical *Onimusha* villain Nobunaga.

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PUSSY GALORE

EA confirms **Catwoman** movie cash-in. Sorry, **event.**

A few issues back, we received a letter from a small boy thanking us for running a picture of Halle Berry in cat ears and bondage gear. We'd just like to point out that this was not a flimsy excuse to use pictures of a pretty lady. Not *entirely*. We also broke the genuinely world exclusive news (you know you're on to something when PR folk stop talking to you for two months) that EA are working on a Catwoman game. Two months later, cue an EA press day at a swanky Soho hotel. Subject: a mystery movie spin-off, Catwoma... ah, you knew that already.

Speculation that the film will reek like a tin of salmon and tuna Whiskas hasn't dampened EA's spirits: "We're making a really cool triple-A title," boasted a confident marketing person. "It's this year's hottest character action title," they added. Although the demo was brief, there certainly seemed to be a smidgen of potential lurking beneath its gothic look. The lead character's sexy swagger suggested pole dancing, and her ability to climb walls, spin ledges and perform dazzling whirlwind kicks makes Spider-Man look like an arthritic elephant.

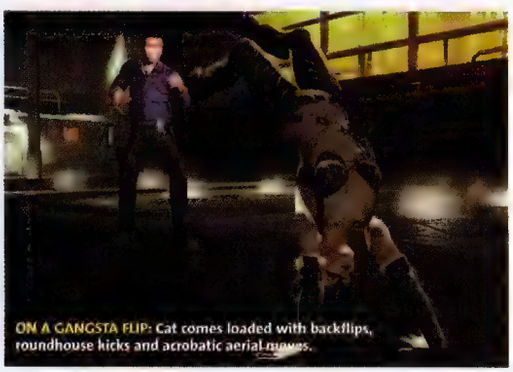
"THE FILM WILL REEK LIKE A TIN OF SALMON AND TUNA WHISKAS'

Whether the rest of the gameplay is liable to thrill is a completely different matter. "You won't be able to compare it with anything else on the market," continued the hype machine.

"Catwoman is not so much a superhero, more a human with cat abilities. You know the experiment where no matter how awkwardly you drop a cat it always lands on all fours [don't try it, kids!]? Well it's the same with Catwoman. She's acrobatic, she's a cat..." Quite.

PSM RECKONS We liked the scene where she duffs up a team of heavies by turning out the lights (cats can see in the dark) and kicking the shiznit out of them with a whip and some Capoeria– style spinning kicks. But there wasn't too much to distinguish it from other action adventures out there.

NORKS A LORDY: The game is being developed by the Harry Potter team in the UK.



ON A GANGSTA FLIP: Cat comes loaded with backflips, roundhouse kicks and acrobatic aerial moves.

Sony surprised no-one recently by announcing both ***Jak & Daxter 3* and *Ratchet & Clank 3*.** Both are due for **Christmas 2004**. And to mark the ocassion they released these **single shots** of the pair. Very nice – but don't they look like a couple of spares from the ***Jak 2*** and ***Ratchet 2*** reviews? Hmm...

RED DEAD ALIVE AND KICKING

Rockstar buy unfinished game – and kick its ass big time.

Last month we told you that Rockstar (of all people) had picked up the troubled *Red Dead Revolver*, a game originally slated for release by Capcom. Now we've got new screens and a promise from Rockstar that the company behind *Vice City* are going all out to make the game brilliant.

After buying developers Angel Studios in 2003, Rockstar could have dumped it but instead they've unleashed the attentions of the Rockstar creative minds and have ramped up the action and turned the ponderous *DMC*-in-the-wild-west that Capcom wanted into a fast-paced arcade-style shoot-em-up.

A major new feature is the Dead Eye aiming. This sends main character Red into slo-mo (a touch of the *Max Paynes* there, Rockstar?) as he targets multiple weak points on an enemy before unleashing a more powerful barrage of bullets.

PSM RECKONS *It's looking good and will finally see the light of day later this year.*

OLD DEAD EYE IS BACK: And with a new targeting system that fixes the earlier game's problems.

AKIRA YAMAOKA SILENT HILL 4 SPEAKS

Seen the *Silent Hill 4* trailer on the DVD yet? Euuuh. Well, you can thank *Silent Hill 4* producer Akira Yamaoka, who reveals his grizzly influences and some prize insights into the least desirable holiday resort this side of Barry Island below. No, not Skegness. Listen! Him speak now...

ON INFLUENCES:

PSM2: There are obvious movie influences in the previous games. What's inspired you? The movie Cube, for instance?
AKIRA: Cube was a big inspiration, yes. And The Cell would be another one. The visual depiction of that madness world was something that influenced us tremendously. Another one would be Being John Malkovich, although the genre is different.

ON LINKS TO THE PAST:

PSM2: Are the story and characters of *Silent Hill* linked to past games, beyond having the town itself in common?
AKIRA:There's no link at all. However, *Silent Hill* veterans may grin when they see something in *SH4*... but even if you haven't played the previous games you'll still have fun with *SH4*.

ON HORRIFFIC VISUALS:

PSM2: Some of the visual effects in *SH3* were terrifying, like the blood being drawn on the walls. What new visual tricks are you especially proud of in *SH4: The Room*?
AKIRA: Thanks for your comment on that. Of course, *SH4* has a new graphic engine. If we talk about it in detail, that would reveal too much. So we won't talk much, but that graphic engine will bring an 'ultimate visual effect' to the series.

ON FIRST PERSON VIEW:

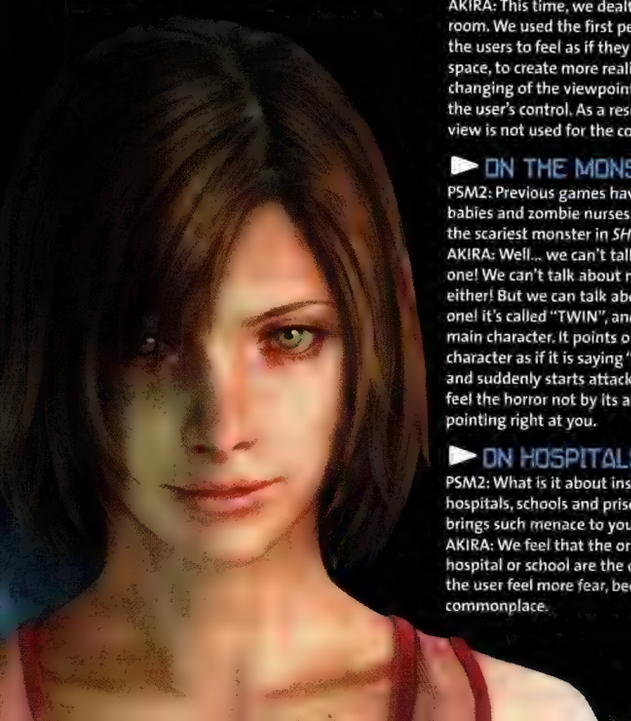
PSM2: Why did you introduce a first-person view? Will there be combat in this view and can you switch into the first-person view whenever you like?
AKIRA: This time, we dealt with the horror of a room. We used the first person view in order for the users to feel as if they are living in that space, to create more realistic horror. Moreover, changing of the viewpoint is not dependent on the user's control. As a result, this first-person view is not used for the combat.

ON THE MONSTERS:

PSM2: Previous games have featured skinless babies and zombie nurses. What is the scariest monster in *SH4: The Room*?
AKIRA: Well... we can't talk about the scariest one! We can't talk about next scariest one, either! But we can talk about the third scariest one! It's called "TWIN", and it's bigger than the main character. It points out at the main character as if it is saying "I kill you right now!", and suddenly starts attacking. The user should feel the horror not by its assault, but by its pointing right at you.

ON HOSPITALS:

PSM2: What is it about institutions, such as hospitals, schools and prisons, that you feel brings such menace to your games?
AKIRA: We feel that the ordinary places like a hospital or school are the ones which make the user feel more fear, because they're so commonplace.



DAISUKE WATANABE SHINTARO TAKAI MOTOMU TORIYAMA SHINJI HASHIMOTO FINAL FANTASY SPEAKS

With gamers countrywide dedicating over 70 hours of their sweet lives to *FFX-2* – and not (certainly not) gazing longingly at Yuna's hot pants – we grilled the development team for insights into the Charlie's Angels of RPGs. We spoke to four of *FFX-2's* top minds about the project, namely Daisuke Watanabe (Scenario Writer), Shintaro Takai (Art Director), Motomu Toriyama (Director) and Shinji Hashimoto (Senior Vice President). Take it away excellent Japanese developer gentlemen.

ON SEQUELS:

PSM2: So, why *FFX-2* then?
MOTOMU TORIYAMA: We were inundated with requests from users wishing for a continuation of that particular universe. Also, most of those who worked on the universe of Spira believed they had created such a complete and rich world that a sequel seemed like the only logical progression.

ON BOGGLING CGI

PSM2: *Final Fantasy* cutscenes are always brilliant. Are those in *FFX-2* the best yet?
MOTOMU TORIYAMA: The screenplay technique depends on the level of technology that is available at that particular time. I'm still unsatisfied with what we have now, because there is definite room for improvement, especially with regards to showing the emotional side of each character.

ON FFXI

PSM2: When will we see *Final Fantasy XI*?
SHINJI HASHIMOTO: Unfortunately we haven't planned any official corporate announcement yet. But we've just launched the PC version in the US and we believe that there are many things to learn from that. Preparing the online environment requires a lot of time and effort. So we don't know exactly when we will make that European *Final Fantasy XI* announcement, but we know that the demand is there...

ON PS3

PSM2: You must be excited about the prospect of developing for PSP and PS3?
SHINTARO TAKAI: I think it's the case with any developer that when they hear of a new console they are very excited, so we are naturally very interested in developing for them.
SHINJI HASHIMOTO: We have yet to receive official specifications for the PS3, so it is difficult to tell just how far we can take the series. But all we can say is that with every new technology available to us, we try to use it to its to full potential, always striving to bring something new and exciting to the users.

"THERE IS DEFINITELY STILL ROOM FOR IMPROVEMENT"

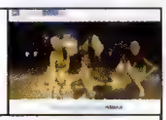
KARAOKE WARS

Your PS2 is becoming a karaoke machine with Sony's **Singstar** and Konami's **Karaoke Stage**. But which will be top of the pops and which will be laughed off stage?

Karaoke. Traditionally it means scribbling your name on a list after six pints of Stella, and forgetting when it's your turn. But don't worry – by May, you'll be able to recreate the experience in your own home, courtesy of either Sony's *Singstar* or Konami's *Karaoke Stage*. But which is best? Well, this is where we turn to... science! Sort of.

Here's how we've worked it out. Firstly we've calculated each songs' Embarrassment Factor (where 1 represents trumping in front of a long-term partner and 10 is turning up at A&E with a vacuum nozzle on your old chap). This is then *subtracted* from its Singability (self-explanatory) to provide an overall score. The one with the most good songs for various social situations wins. It's *that* simple!

singstar™



Karaoke Stage

PASSING THE MIC

ROUND 1 WINNER

► YMCA

Singability: It's the easiest song in the history of the world. Belting it out's only a problem if you're so drunk you start doing hand shapes and can't reach the mic. 8/10

Embarrassment Factor: None whatsoever. You're just confident in your own sexuality, right? Um, right? 6/10

Total: 8 - 6 = 2/10

VS

► YOU'RE THE ONE THAT I WANT

Singability: Top notch. It's the quintessential lady/bloke duet, as sung in ironically half-serious fashion at retro nights across the land. 9/10

Embarrassment Factor: Not too bad, although those 'Ooh, ooh, oohs' can be a shade emasculating. A three-pinter. 4/10

Total: 9 - 4 = 5/10

ROCKING OUT

ROUND 2 WINNER

► I BELIEVE IN A THING CALLED LOVE

Singability: Brilliant. Crack open the Benylyn and blast out your best falsetto. Shame it couldn't have been Get Your Hands Off My Woman (Muddyfunster), but that might've upset the neighbours anyway. 10/10

Embarrassment Factor: Minimal. Haven't you heard? Glam rock's *back*. Salute the dark lord! Smell the glove! 2/10

TOTAL: 10 - 2 = 8

VS

► THE POWER OF LOVE

Singability: 'Makes one man weep, makes another man sing. Change a hawk to a little white dove, more than a feeling... that's the power of love.' How brilliant is that? 10/10

Embarrassment Factor: Depends. If you're Dan D, this song evokes the spirit of the original Back To The Future and you sing it with every shred of emotion you can muster. Otherwise: 5/10

Total: 10 - 5 = 5

DANCING

ROUND 3 WINNER

► LIVIN' LA VIDA LOCA

Singability: Oh, Ricky, you're so fine – it's certainly an easy one to belt out, although you might have a crisis of confidence halfway through thanks to the insane lyrical content. 4/10

Embarrassment Factor: You can probably get away with this if you're tanned like a stripper and wearing tight leather trousers. Otherwise, it's just going to look crude. 7/10

Total: 4 - 7 = -3

VS

► BILLIE JEAN

Singability: Brilliant. Jacko's best tune might be a strain on the vocal chords, but for improvisational 'Hee-hees' alone it's our most popular pick. 10/10

Embarrassment Factor: Nil. There's absolutely nothing wrong with grabbing your own crotch and howling 'Owww!', and any policemen who try to tell you different are just jealous. 1/10

Total: 10 -1 = 9

GOING MENTAL

ROUND 4 WINNER

► ACE OF SPADES

Singability: Boffo! One of those half-a-pint-of-whisky songs for the end of the evening. That's the way I like it, baby, I don't wanna live forever. Etc. 9/10

Embarrassment Factor: Not too bad. Just don't kick over any furniture during that final air-guitar solo. 3/10

Total: 9- 3 = 6

VS

► IT'S THE END OF THE WORLD AS WE KNOW IT

Singability: Typical line from REM's tongue-twistiest tune: 'The other night I dreamt of knives, continental drift divide, mountains sit in a line... Leonard Bernstein.' Mental. 5/10

Embarrassment Factor: Whatever you sing isn't going to make *less* sense than 'Birthday party, cheesecake, jelly bean, boom!' 0/10

Total: 5 - 0 = 5

WORST SONG

ROUND 5 WINNER

► NEVER GONNA GIVE YOU UP

Singability: Rick Astley. Rick frickin' Astley. Any discomfort you might feel is purely down to the fact that you're impersonating the man Bill Hicks once called 'that little incubus.'. 3/10

Embarrassment Factor: Put it this way – if you catch yourself singing 'Never gonna make you cry, never gonna say goodbye' without immediately punching yourself in the stomach, then you're probably gay. 10/10

Total: 3 - 10 = -7

VS

► GIRLS JUST WANNA HAVE FUN

Singability: Remembering the lyrics isn't a stretch, and the trickiest bit's 'That's all we really waa-ha-ha-ha-ha-ha-hant'. Not exactly opera, is it? 4/10

Embarrassment Factor: If you're a girl, probably no worse than a typical hen night. If you're a bloke, why not just pick yourself out a nice dress while you're at it? 10/10

Total: 4 - 10 = -6

THE WINNER!

Sing edges it at the moment, but Konami's promising to unveil some real corkers for the UK release. Then again, we haven't considered *Sing*'s inclusion of Elvis (yay!), Busted (boo!) and Dido (bleh) or its magnificent pitch control system. It'll take a couple more crates of industrial strength madness-juice before this one's finally decided...

ZONE OF THE SPENDERS

The high street bargain buckets are heaving with unloved games, so why don't you adopt a 3.5" orphan and shower it with optical laser love?

Game of the month | Game of the week | For fans of the genre | Multi-player | Release may slip | Avoid at all costs

MARCH 8TH

SOCOM 2 – Sony
£39.99 Review score – 90%

Forbidden Siren – Sony
£39.99 Review score – 80%

Spawn Armageddon – EA
£39.99 Review score – 69%

LMA Manager 2004
£39.99 Review score – 87%

Ghost Recon: Jungle Storm
£39.99 Review score – 75%

Tak and the Power of Juju – THQ
£39.99 Review score – 70%

Big Mutha Truckers – Xplosiv
£39.99 Review score – 79%

GTC Africa – Xplosiv
£39.99 Review score – 74%

Go Go Copters – Xplosiv
£19.99 To be reviewed

MARCH 15TH

Cy Girls – Konami
£39.99 To be reviewed

The Cat in the Hat – Vivendi
£29.99 To be reviewed

Fallout: Brotherhood of Steel – Vivendi
£39.99 To be reviewed

Scooby Doo: Mystery Mayhem – THQ
£29.99 To be reviewed

Blowout – Vivendi
£19.99 To be reviewed

Enter the Matrix Platinum – Atari
£19.99 Review score – 81%

MARCH 22ND

Dot Hack – Atari
£39.99 Review score – 58%

Champions of Norrath – Ubi Soft
£39.99 Review score – 82%

This is Football 2004 – Sony
£39.99 Review score – 77%

RISK: Global Domination – Atari
£29.99 To be reviewed

MX Unleashed – THQ
£34.99 To be reviewed

R: Type Final – Metro 3D
£29.99 To be reviewed

Rainbow Six 3 – Ubi Soft
£19.99 Review score – 76%

Ice Nine – Bam!
£39.99 To be reviewed

Kya: Dark Lineage –
£39.99 Review score – 73%

Asterix and Obelix XXL –
£39.99 Review score – 60%

APRIL 1ST

Iron Storm – Wanadoo
£39.99 To be reviewed

APRIL 8TH

World Championship Rugby – Acclaim
£39.99 To be reviewed

The Suffering – Midway
£39.99 To be reviewed

Alias – Acclaim
£39.99 Review score – 79%

Headhunter Redemption – Sega
£39.99 To be reviewed

"You're **** and you know you are!"

Title dreams down the pan? Create your club from scratch in new Fantasy Team mode.

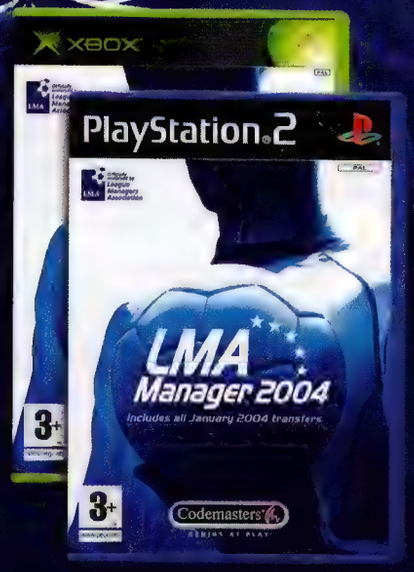
With new 3D Match, Individual Training, all the latest stats and much much more, the best-selling football management game on console is back!

more than a match for anyone

INCLUDES ALL JANUARY 2004 TRANSFERS

"LMA Manager 2004 is a must play for all serious football fans"
PlayStation Max

"the closest you'll ever get to being a manager"
Official Xbox Magazine



XBOX PlayStation.2

www.codemasters.co.uk/lmamanager2004

Codemasters
GENIUS AT PLAY

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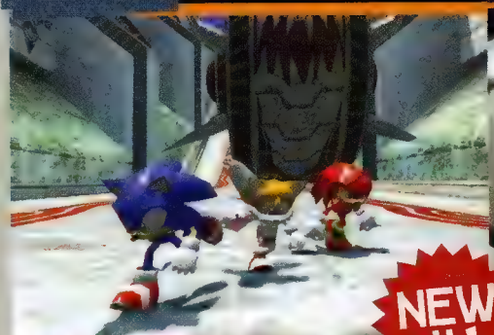
TOP 40 PS2 CHART

Welcome to the charts pages. Here you'll not only find out what great games are coming up, but also what's shifting on the high street right now. PLUS Don't miss PSM2's invitation to help shape the next issue!

1 SONIC HEROES

Defying the cynics, Sega's old timer zips to the top of the charts, knocking *NFS* from its throne in the process. Maybe you can teach an old hog new tricks...



NEW #1

THIS MONTH	LAST MONTH	GAME NAME	VERDICT
1	-	**SONIC HEROES** ■ Developer: Sonic Team ■ Publisher:Sega	66%
2	1	**NEED FOR SPEED: UNDERGROUND** ■ Developer: EA ■ Publisher:EA	86%
3	-	**MAFIA** ■ Developer:illusion ■ Publisher: Take-Two	71%
4	2	**THE SIMPSONS: HIT & RUN** ■ Developer: Radical ■ Publisher: Vivendi	77%
5	-	**BALDUR'S GATE: DARK ALLIANCE 2** ■ Developer: Interplay ■ Publisher: Acclaim	82%
6	3	**EYE TOY: PLAY** ■ Developer: SCEE ■ Publisher: SCEE	82%
7	5	**LORD OF THE RINGS: ROTK** ■ Developer: EA ■ Publisher: EA	84%
8	4	**FIFA 2004** ■ Developer: EA ■ Publisher: EA	86%
9	6	**MEDAL OF HONOR: RISING SUN** ■ Developer: EA ■ Publisher:EA	83%
10	15	**GTA: VICE CITY** ■ Developer: Rockstar ■ Publisher: Rockstar	97%
11	7	**THE SIMS: BUSTIN' OUT** ■ Developer: Maxis ■ Publisher: Ear	70%
12	-	**LOONEY TUNES: BACK IN ACTION** ■ Developer: EA ■ Publisher: EA	-
13	10	**EYE TOY: GROOVE** ■ Developer: Yukes ■ Publisher: THQ	68%
14	12	**WWE SMACKDOWN! HCTP** ■ Developer: Yukes ■ Publisher: THQ	88%
15	11	**TIGER WOODS PGA TOUR 2004** ■ Developer: EA ■ Publisher: EA	81%
16	-	**LEGACY OF KAIN: DEFIANCE** ■ Developer: Crystal Dynamics ■ Publisher:Eidos	79%
17	17	**SSX3** ■ Developer: EA ■ Publisher: EA	94%
18	12	**PRO EVOLUTION SOCCER 3** ■ Developer: KCET ■ Publisher: Konami	96%
19	9	**TRUE CRIME: STREETS OF LA** ■ Developer: Luxoflux ■ Publisher: Activision	74%
20	-	**TONY HAWK'S UNDERGROUND** ■ Developer: Neversoft ■ Publisher: Activvision	92%
21	20	**GTA DOUBLE PACK** ■ Developer: Rockstar ■ Publisher: Rockstar	97%
22	18	**MAX PAYNE: TFOMP** ■ Developer: Rockstar ■ Publisher: Rockstar	65%
23	-	**HARRY POTTER: QUIDDITCH CUP** ■ Developer: EA ■ Publisher: EA	65%
24	16	**PRINCE OF PERSIA** ■ Developer: Ubi Soft ■ Publisher: Ubi Soft	87%
25	14	**MANHUNT** ■ Developer: Rockstar ■ Publisher: Rockstar	91%
26	21	**DANCE UK** ■ Developer: Big Ben ■ Publisher: Big Ben	67%
27	19	**TOTAL CLUB MANAGER** ■ Developer: EA ■ Publisher: EA	67%
28	24	**FINDING NEMO** ■ Developer: THQ ■ Publisher: THQ	71%
29	27	**XIII** ■ Developer: Ubisoft ■ Publisher: Ubisoft	87%
30	28	**CRASH NITRO KART** ■ Developer: Vivendi ■ Publisher: Vivendi	68%
31	26	**RUGBY 2004** ■ Developer: EA ■ Publisher: EA	80%
32	22	**TERMINATOR 3: ROTM** ■ Developer: Atari ■ Publisher: Atari	35%
33	25	**CONFLICT: DESERT STORM 2** ■ Developer: Pivotal ■ Publisher: SCi	88%
34	29	**DRAGON BALL Z: BUDOKAI 2** ■ Developer: Bandai ■ Publisher: Atari	70%
35	31	**COLIN McRAE RALLY 04** ■ Developer: Codies ■ Publisher: Codies	92%
36	33	**POP IDOL** ■ Developer: Codies ■ Publisher: Codies	65%
37	30	**SOUL CALIBUR 2** ■ Developer: Namco ■ Publisher: EA	93%
38	37	**YU-GI-OH! DUELLISTS OF THE ROSES** ■ Developer: Konami ■ Publisher: Konami	42%
39	34	**TOM CLANCY'S SPLINTER CELL** ■ Developer: Ubi Soft ■ Publisher: Ubi Soft	91%
40	39	**ENTER THE MATRIX** ■ Developer: Shiny ■ Publisher: Atari	81%

05 BALDUR'S GATE

Straight in at five is the pointy-eared, orc-worrying '*Gate*. Well done, give yourselves 500 exp and a couple of skill points for your efforts.

18 PES3

PSM2 office favourite, the lovely, gorgeous *PES3* is slipping out of the top 20. It's like kissing an old friend farewell. Buy more *PES*, we say – buy it now!

22 MAX PAYNE: TFOMP

Max is in a world of Payne now, sinking fast towards the bottom of the chart. Can't say we're sorry about it though.

32 T3

Rightfully sinking fast from the chart. This heaving pile of robo-dung's heading straight for the molten lava pit. Look just go away quicker will you?

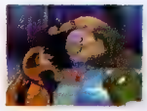
AMERICAN TOP 5 PS2 GAMES

1	NFL STREET	Developer: EA Publisher: EA
2	NEED FOR SPEED UNDERGROUND	Developer: EA Publisher: EA
3	TRUE CRIME: STREETS OF LA	Developer: Luxoflux Publisher: Activision
4	BALDUR'S GATE: DARK ALLIANCE 2	Developer: Interplay Publisher: Interplay
5	SOCOM 2: US NAVY SEALS	Developer: Zipper Publisher: SCEA

JAPANESE TOP 5 PS2 GAMES

1	DRAGON BALL Z: BUDOKAI 2	Developer: Bandai Publisher: Bandai
2	PUYO POP FEVER	Developer: Sonic Team Publisher: Sega
3	HAJIME NO IPPO 2	Developer: ESP Publisher: ESP
4	FUUN SHINSEN GUMI	Developer: Genki Publisher: Genki
5	SHIN MEGAMI TENSEI 3	Developer: Atlus Publisher: Atlus

EA's got a brand new number one in the US of A. While in Japan the powers of the Dragonball are still as strong as ever.



MOST WANTED

THIS MONTH:
DAVEY EVANS
FROM OXFORD

Tell us what games you want to see and we'll get 'em for you!

1	GETAWAY 2	Developer: Sony London Publisher: SCEE
2	SHELLSHOCK: 'NAM '67	Developer: Guerilla Publisher: Eidos
3	FINAL FANTASY 12	Developer: Square Enix Publisher: EA
4	HITMAN: CONTRACTS	Developer: io Publisher: Eidos
5	KILLZONE	Developer: Guerilla Publisher: SCEE

Your most wanted games – updated monthly!

WHAT DO YOU WANT?

Ever flicked through PSM2, recognised it to be the best PlayStation 2 Magazine In The World Ever, but wished that we'd done a *bit* more on Mobile Suit Gundam Z: AEUG Vs Titan? Well, you're in luck. Tell us what you want and we'll put it in the mag! Send this coupon to 'Most Wanted, PSM2, 30 Monmouth St, Bath, BA1 2BW' or email 'Most Wanted' to: psm2@futurenet.co.uk. Cheers.

Name .....
Address .....
.....
.....
What do you want? .....
.....
.....

10 THINGS YOU MUST DO THIS MONTH

1	Have a spring clean. Clear all out all your shit games and trade them in for good ones.
2	Resist your hapless compulsion to by *EON*, and pick up *BG&E* for a bargain £15 instead.
3	Write to Capcom, begging them to bring *Resi 4* to PS2, where it might make some money.
4	Nail yourself to a tree to prepare youself mentally for Shellshock.
5	Have a long think about cross-compatability between PS2 and PSP. *PES3*, anyone?
6	Watch the raft of quality games on our DVD, and give praise that you decided to buy a PS2.
7	Buy a trenchcoat, smoke 60 fags a day and pretend you're Jean Reno.
8	Trade your girlfriend in for one which lets you play PS2 and makes you bacon sandwiches.
9	Learn to speak Wookie, so you can impress everyone in *Battlefront*.
10	Develop another personality, so you can both play *Killer 7* together. No psychos please...

5 THINGS TO DO... WHILE TRAPPED ON A TUBE TRAIN

1	Develop an interest in shoes. It's much safer than actually making eye contact with people.
2	Read a book (must be one that's been nominated for the Booker Prize) to look reeeally clever.
3	Smile politely when an Accordian-playing busker regails your carriage with Hungarian folk songs.
4	Buy some cheapo white headphones for your walkman and pretend you've got an ipod.
5	Actually use that GBA that 's been gathering dust in a drawer in the six months since you bought it.

TOP 10 DVDS

What's big in DVD movie rental

1	UNDERWORLD
2	LEAGUE OF EXTRAORDINARY GENTLEMEN
3	CALENDAR GIRLS
4	TOMB RAIDER: THE CRADLE OF LIFE
5	THE LION KING 3
6	TEARS OF THE SUN
7	AMERICAN PIE: THE WEDDING
8	RED DWARF: SERIES 4
9	FRIENDS: SERIES 10 PART 1
10	FRIENDS: SERIES 10 PART 2

WHO ARE GUERRILLA?

Guerrilla are hot [flicks finger, holds it up and makes 'tsss' sound]. Yes. That hot. After spending years researching PS2 technology (after a founding in GBA games!?) they've been working on two ground-breaking projects together. One is *Killzone* – the famous 'Halo-beater' Sony began whispering about in 2001, the other is *Shellshock*. Both use similar technology (Guerrilla have a shared tech team in charge of making the game engine) and both are shaping up to be great.

GANG HANG: So that's where your mates got to. Expect grisly death and torture around every turn.

BODY SNATCH: Some grunts are your buddies. Others are there just to up the body count. Nice.

MAIM FOR A LIMB?: The VCs leave a trail of corpses in their wake. You must be getting close.

DECAPITATION'S WHAT YOU NEED: Looks like this fella is beyond help. They're just trying to scare ya.

Shellshock: 'Nam '67

In 1967 America began to lose the Vietnam war. In desperation they resorted to extreme methods of warfare. Now the makers of Killzone want to put you on the frontline...

You're probably all familiar with the workings of an M-16. A Berretta? Yup, done that one too. Shotguns? Childsplay. Sawn off shotguns? Um... maybe... Sawn off *grenade launchers*? Nope... I didn't think so... Rocket-propelled pistols? Whoa. What the hell is a *rocket propelled pistol*?

At Guerrilla in Amsterdam they know what a rocket propelled pistol is. It's real. It's a gun the Americans illegally made and used in the Vietnam war. Firing a thumb-sized rocket it zings at high velocity into the fleshy parts of your enemy then, once it's in good and deep, it explodes. The results are – shall we say – impressive. And there are currently 25 such weapons (some familiar, some frankly bizarre) all in testing in Guerrilla's virtual firing range.

It's a far cry from the lush, realistic jungle environments of the real game. Populated by faceless Viet Cong soldiers who jog around a VR landscape of ramps and hiding places, it's used to test and tweak the velocities, angles of trajectory and flesh-ripping results of each weapon. Watching the designer at work is an unnerving experience. He adjusts a screen of numbers. The rocket launcher is moving a little too quickly. That claymore blew that guys leg off a little too far. And would he reel around in agony quite *that* much?

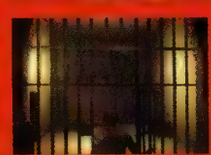
A game about the Vietnam war is a compelling and original idea – so much so that they're up against immediate competition from SCi whose next *Conflict* game is set in, yes, Vietnam – but Guerrilla have a different plan of attack. They're describing *'Nam '67* as a 'war horror' game. They want to have you feeling guilty for every bullet you fire and every innocent you take down in the name of war just to save your own sorry ass. Next to *'Nam '67*, *Medal of Honor* looks like a fluffy bunny duck shoot.

Think you know war? The Vietnam war was different. ▶

FIRST BLOOD

You play the part of an unnamed, untarnished grunt lured into the army with promises of victory and valour. It's not long before you realise the truth. The story is told with movies between levels and in-game animations. Expect to get close to your buddies only to have them tortured, maimed and generally diced in later levels...

As the game hardens so does your personality as you're quickly elevated to the ranks of the Special Forces – mainly thanks to your superior officers dropping like flies. Before you know it you'll be taking out enemy villages of women and children without batting an eye. Guerrilla want you to feel the impact of every bullet close up. After a firefight with a distant enemy you may approach to find him wounded and begging for his life. Do you leave him or finish him off? It's a decision you won't have had to face before.



FLASH FOR QUESTIONS: Shoot first ask questions later. If you suspect a bush is hiding someone open fire!

WAR COVER ALERT: Be prepared for booby traps and ambushes. *Shellshock* is a slow, steady, tense game.

PERFECT THROWER: The flame thrower is great for clearing large areas with a single squirt.

DON'T MISTEEVER: There are over 25 weapons – some of which can only be got by trading.

GENIE OF THE CAMP: Between missions you can head to [and trade bongo with] your squad mates.

BASE FOR YOUR FACE

Where you can trade ears for fears...

One of the most interesting parts of the game – and the feature that certainly stops *Shellshock* from being 'just another third-person shooter' is the Base Camp. This is the area you start in and return to at the end of each mission. How long you spend at base is up to you. There's people to chat to (via a simple dialogue option) who'll disclose more of the game's story, gambling to be done and – most interestingly – a shop where you can trade goods you've found (or won in camp) for other items.

These will include some of the more illegal, super-strength guns bored troops have been cobbling together, right through to jazz mags – a valuable currency in anyone's book.

There'll even be a resident [ahem] 'lady' present from time to time from which to buy [cough] 'favours' and there are strong rumours that VC ears and scalps will form part of the bartering system... Two scalps, a pig and a half a roll-up for a claggy copy of Fiesta? Bargain.

VIRTUAL INSANITY

How to get inside the mind of your enemy the Shellshock way

What better way to relive the madness of the Vietnam war than in cyberspace! Welcome to the virtual testing arena that Guerrilla are using to fine tune the brains and guns of the GIs and VCs.

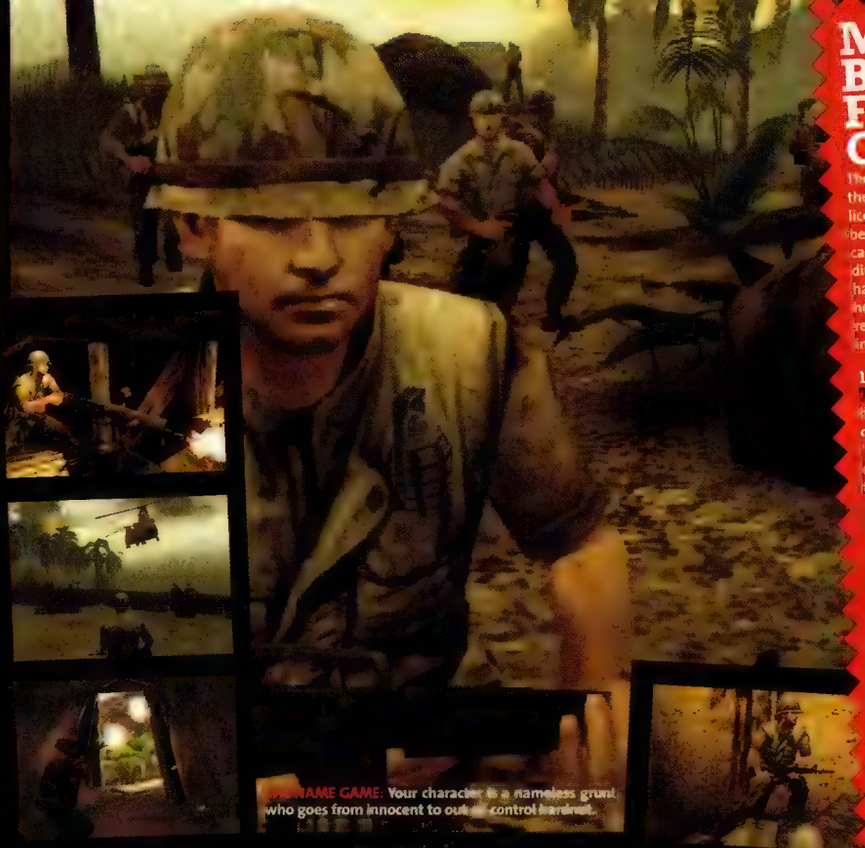
Programmers pitch six versus six GI versus VC battles over and over again – studying the actions of every soldier and tweaking their performance. As we watched they tried to outflank each other, hunt each other out, dive for cover and charge en masse until there was a single, different every time, outcome.

AI ROUTINES: At any given time the AIs have a cone of vision and a routine of what to do if they see or hear something. It's too real.

TEST SUBJECTS: The testers then set squads of VCs and GIs against each other and make sure they're able to spot or outsmart their enemies.

SUPPRESSED AND RETREAT: If the AIs feel under threat they'll seek cover and get their ass out of trouble while they plot another attack.

REALISTIC DEATHS: The bodies are all mapped out so they'll fall and react depending on what weapon hits them and in which body part.



NAME GAME: Your character is a nameless grunt who goes from innocent to out of control lunatic.

► It was fought primarily in the jungles. No vast open spaces to drive your tanks, no place to dig your trenches, just hundreds of miles of dense, near impenetrable jungles with the threat of a Viet Cong (VC) ambush around every winding path. Advancing in *Shellshock* isn't a matter of moving up to the next combat area and killing everyone you find. Now every bush, rock and tree can be a hiding place. Play to win and you'll have to creep as quietly and carefully as your enemy and if you are lucky enough to spot a VC waiting in ambush the chances you've already walked right by some of his friends...

It's a game of unnerving, tense quiet, listening out for movements or shouts ahead, interjected by fierce, deafening, close-combat firefights. And while the full-featured in-game arsenal is mightily impressive, the amount of heat you're allowed to pack is unnervingly paltry. Just one rifle and one pistol are allowed. Along with a few grenades and a pocket for storing 'goodies' you find on your travels. Remember, this is real war and real war isn't supposed to be easy.

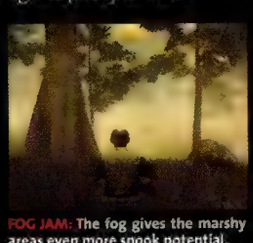
Choosing which weapon you want to take into each mission is up to you and swapping guns mid-game will pose some interesting dilemmas. Should you keep hold of your trusty army issue or will the discarded 'home-made' Viet Cong AK-47 with cobbled high-capacity ammo canteen that you've just whipped from a fallen enemy be more useful? It might shred anything close up, but if you're being sniped at by Charlie up a tree then you just won't have the range.

Fortunately you're not alone out there. A group of GI buddies are as intent on clearing the area as you are – even if they do have the annoying habit of making you go first. There's no hiding in 'Nam. If you run off scared the chances are your mates will do likewise. This isn't a team game. You can't give orders and you can't switch play between different characters. Your buddies brains are swollen with a very impressive in-game AI however and if you're all caught in a firefight together they'll pick their targets and pursue them thanks to some clever AI. You'll even get to know many of them thanks to the strong story element of the game, but an equal number are there just to gratefully take bullets and lose limbs and heads right in front of you.

Guerrilla are adamant that the game will be gory but are conscious that the levels of limb-loss, blood fountains and dismembered corpses have to be carefully managed to prevent the 'horrors of war' being 'unintentionally hilarious'. That said, we did chuckle a few times as we blew lower limbs off with pathetically mis-aimed headshots or cut a VC clean in half with a hail of fire as we struggled to aim a kicking and bucking machine gun. And – despite being a feature many more demented players will expect – you can't damage the ►

"THERE'S NO HIDING IN 'NAM. IF YOU RUN OFF SCARED THE CHANCES ARE YOUR MATES WILL DO LIKEWISE"

TREESY LOVER: Trees and scenery can be destroyed during bombardments.



FOG JAM: The fog gives the marshy areas even more spook potential.

MUSIC BE THE FOOD OF WAR

There's no original music in the game – just genuine licenced tracks from the era being played in the base camp. Guerrilla refused to dish dirt on the exact tracks that have been signed up, but here's PSM2's top five most requested dreary suicide-inducing Vietnam dirges.

1 THE END – THE DOORS
It has to be, doesn't it? A pile of burning bodies really comes 'alive' with Jim Morrison's drugged-up meanderings in the background.

©Redferns

2 WOOLY BULLY – SAM THE SHAM & THE PHARAOHS
As featured in Full Metal Jacket. A frankly silly record full of pent-up aggression and drug 'n' booze filled madness – much like the American GI's of the time.

3 WILD THING – THE TROGGS

4 CALIFORNIA DREAMIN' – THE MAMAS & THE PAPAS
Lyrically very poignant. See?

5 THE CHEEKY GIRLS – TOUCH MY BUM
The angst. The guilt. The pain. The regret. No music can capture full horror of the Vietnam war better than the wise words of the Cheeky Girls. "Come with me. Don't be shy. Touch my bum. This is life." Profound.

TAKEN FOR GRANTED The target area is riddled with unseen VCs. If one of your mate's heads comes off you know you've found them...

SO WHY 'NAM '67?

The Vietnam war began to wake America, previously on the sideline of the conflict between a communist uprising and the Republican government of the country began to get involved to aid the international war against communism. By 1965 it was carrying out major bombing raids and 175,000 troops were in the country. 1966 was all out war with the Communists taking control of a vast area of the mainly rural, under-defended country. In 1967 it began to look like the war was unwinnable. Disillusioned American troops began to wonder why they were there in the first place and an official blind eye was being turned to the increasing number of illegal activities and war atrocities. The war rumbled on until 1975 when America finally gave up, packed up and shipped out, leaving the country to the communists. Expect 'Nam '67 a year to follow...

WATCHING YOU, WATCHING ME Nothing's more likely to make a man soil himself than being on watch.

"YOUR BUDDIES GRATEFULLY TAKE BULLETS AND LOSE LIMBS RIGHT IN FRONT OF YOU"

► bodies of your enemies once you've nailed them. This has been deemed unnecessary, which seems a little prudish given the locked-down 18 certificate of the game.

We played the Fort Assault level which began with a stealthy stroll through a steaming jungle, picked off a few potential ambushers before emerging into an open area by a river and a crashed helicopter. Now the warfare was more out in the open and every scrap of cover – be it tree, rock or bush was used to keep us alive. Next it was onto the enemy's makeshift fortress of a heavily armed bunker (a few grenades in the machine gun nest did the trick) and tunnel system, giving rise to some up close and personal firefights where the butt of your gun (in Charlie's face) was often the most effective weapon.

At this stage the game has great promise. The Vietnam setting and the 'war horror' theme is rock solid. Graphically it's looking great, but not that much of an advancement over the likes of *Conflict Desert Storm 2*. If they can up the frame-rate and improve the enemy animation – and there's every evidence to suggest that they can – then this war will be won. PSM

Shellshock: 'Nam '67 will actually be released ahead of it's technology partner Killzone. *Lots more very soon.*

PSM2'S TOP GUNNERY SGT HARTMAN BLASPHEMIES*

*CENSORED TO PREVENT EXCESSIVE OFFENCE

1. "Do you suck [humbugs]? [Nonsense], I bet you could suck a [humbug] through a garden hose!"
2. "How tall are you? 5 foot 9?! [I think not], I didn't know they stacked [melons] that high."
3. "What is your major malfunction [young man]?"
4. "You had best un[cluck] yourself, or I will unscrew your head and [fit] down your neck!"
5. "I'm going to rip your [excellent idea] off so you can't contaminate the rest of the world!"
6. "Hell, I like you. You can come over to my house and [play Ker-Plunk with] my sister!"
7. "It looks to me like the best part of you ran down the crack of your momma's [broken spectacles]."
8. "Are you about to call me a [taxi]?"
9. "I'll bet you're the kind of guy who'd [help] a person in the [nick of time] and not even have the god damned common courtesy to give him a [hand moving a heavy item of furniture]."

MARSHMELLOW Telling the VCs apart from your buddies can be tricky.

DAN G'S OPINION...

LIVE AND DIRECT FROM THE GLOBE

While he was too old for the Vietnam draft in '67, Dan's still an old war horse...

NAME Daniel Griffiths ■ **DATE** 6/11/04
■ **LOCATION** Guerrilla, Amsterdam

"It's interesting seeing such a new developer working on not one, but two products head to head. *Shellshock* clearly has similarities with heavyweight stable-mate *Killzone*, but, through its subject matter, they've ended up with two very different games. The 'war horror' notion is genius and I predict both games will be huge hits. If Guerrilla's technology does have a failing at present it's in both games' frame-rates. Whether this is because they're being over ambitious with the (massive) level of detail on screen or merely early teething troubles isn't clear. We hope they either take some shortcuts or ramp up performance to do the great graphics, cunning gameplay and brutal subject matter justice."

MY BEST BIT...
■ Tip-toeing through the jungle never certain where the next murderous headshot might be coming from...

MY WORST BIT...
■ Despite the great tech demos, your in-game squadmates are currently random and twitchy when shit meets fan.

ORIGINALITY	★★★★
HANDLING	★★★
PRESENTATION	★★★★

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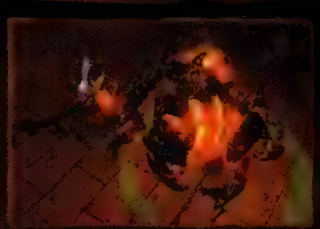
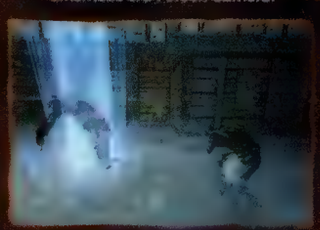
WWW.KOTT-GAME.COM

KNIGHTS OF THE TEMPLE

INFERNAL CRUSADE



Cinematic 3rd Person Camera!



4 Supernatural divine powers!

Experience medieval swordplay

Countless cutscenes and animated events!

PC ZONE, 14/01/2004
"Not since 2001's Severance have we enjoyed a truly outstanding dose of crunching sword on bone action."

XBOX GAMER, 01/01/2004
"... plays well and is surprisingly addictive."

P2 MAGAZINE, 10/01/2004
"Graphically Knights of the Temple impresses..."

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IT IS AN AGE OF SUFFERING AND SALVATION...

- Use the full range of chivalric arms including sword, mace, axe and shield!
- Switch to 1st person perspective and eliminate your enemies silently and safely in the archery attack mode!
- Enjoy animation-driven physics and realistic combat with 160 hyper-realistic moves and fluent animations!
- Develop your very own hero with the innovative and unique dynamic skill system!
- Listen to an epic original soundtrack with 18 different songs!
- Challenge your friends in the 2 Player "Head-to-Head" arena combat mode!*
- Download the "Survival Mode" and defeat as many enemies as possible to enter your name in the Xbox Live Online Ranking List!**

*Sony PlayStation 2 only **Microsoft Xbox Live only

18+

OUT IN APRIL

XBOX LIVE PlayStation 2 NINTENDO GAMECUBE PC CD ROM TDK

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"RICHLY GOTHIC AND UNDENIABLY COOL" VAN HELSING, PAGE 44

Hands

40 Star Wars Battlefront
Will you fight for the rebels, or join the dark side? The choice is yours in LucasArts' mouthwatering new online war simulation.

44 Van Helsing
This Transylvanian scrapper features a cast of history's creepiest villians from Dracula to the Wolfman. Better grab your crucifix...

46 Splinter Cell 2
Will one of the most eagerly-awaited PS2 sequels ever stand up to PSM2 scrutiny? We've got the latest hands-on right here.

You want more?!
Demanding aren't you? Alright then. Don't miss our massive features on Shellshock 'Nam'67 (page 30) and Killer 7 (page 48). Will that satisfy ya?

WELCOME...

DAN D

Jean Reno. Hugh Jackman. Michael Ironside's... *voice*. And, well, the entire cast of Star Wars. They're all in Hands-On. We're just ticking off buzzwords like RSVPs at an Oscar bash. 'Sequels', 'stealth', 'online' and, now, 'Hollywood celebs'.

This is what is takes to sell a game in today's competitive PS2 market (see page 44). Some get it right, like Capcom adding Jean Reno to the brilliant *Onimusha 3*. Or Vivendi remaking *Devil May Cry* with *Van Helsing*. But others just assemble a stellar cast and stitch fussy, incoherent, gameplay into a film. Press R2, tap the D-pad, then L1 and R1 to cover and shoot, 007. (needlessly complex). And ⊗ to accelerate the car/plot. (stupidly easy). Er, look! Shannon Elizabeth. Phew.

PSM2 PREVIEW PROMISE

PSM2 is always first with the biggest and best games and that applies to our redesigned previews section. Every issue, you can rely on us – here's why!

- Unlike any other PS2 mag, here at PSM2 we play every game we preview – that means genuine hands-on opinion, not what we've read about on the net.
- We're gamers just like you – and that's means we go into the kind of detail you demand. Check our sidebars for the latest facts and stats or screenshots that show off all the newest features.
- PSM2 is 100% editorially independent! You get to hear what we honestly think of a game at an early stage, not what the press release says.
- We feature more screenshots than any other magazine.
- Once you've read what we think, why not see what we played – in action! The PSM2 DVD features in-game hands-on footage we've taken just for you.
- PSM2: We're playing PS2 longer, harder, faster than anyone else! And don't you forget it.

LONG JEAN SILVER

Ah, monsieur Reno. The iconic gallic actor was in fact second choice for the role of Jacques Blanc (or whoever the foil character would've been). First choice? Steven Seagal. Yes, the hard fat bloke out of Nico and Under Siege who married Kelly Le Brock (the fit one from Weird Science). Bastard. Anyway, the pony tailed ex-bodyguard humped out leaving (yay!) Jean Reno a clean run. Watch him whip! Swing ravines! Scowl! Talk to fairies! Er, scratch that last one. The kid in the sepia tone picture on the right is his son.

BECAUSE WE PLAY EVERY GAME WE PREVIEW

DEVELOPER Capcom ■ PUBLISHER Capcom ■ GAME TYPE Third-person action adventure

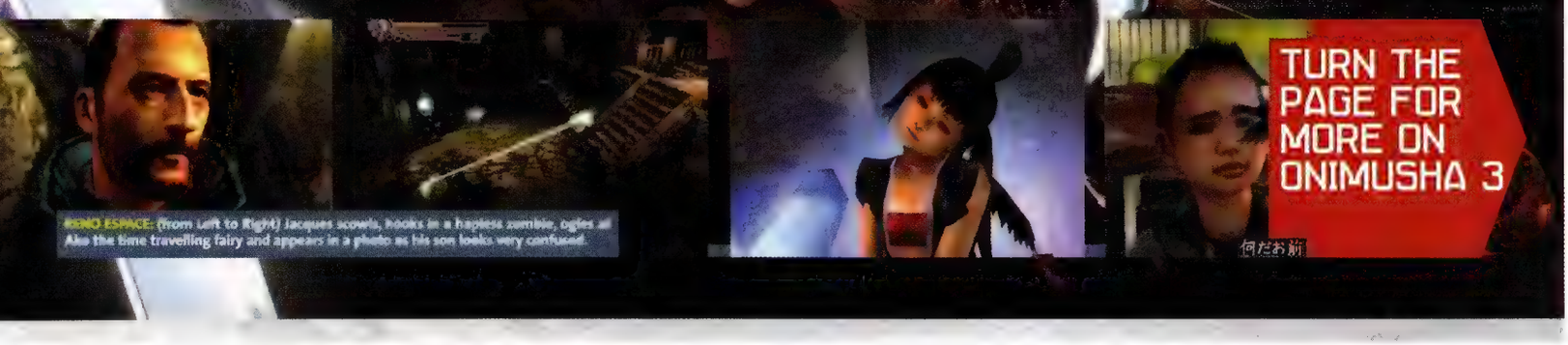
ONIMUSHA 3

"Not an evolutionary leap, but still the most essential adventure on PS2"

WATCH IT ON THE DVD VIDEO

Les réponses à vos quatre la plupart des questions importants de Onimusha 3, dans ascendre d'ordre: **1) The graphics are just as lovely in real-time 3D. 2) The gameplay is almost exactly the same, but now you can move with the analogue stick. 3) We're, er... pretending to answer your four most important questions about *Onimusha 3 en Francais* because Jean Reno, of Mission Impossible and Leon fame is in the game. *Magnifique*! Which brings us to the fourth and most important question: 4) What exactly *is* the hardest assassin in cinema history doing with a talking fairy?**

OK, here goes. That's a *translation* fairy (called Ako), given to Reno by a mystical spirit when he's thrown back in time. Ako lets him communicate with folk from feudal Japan – eeet's the accent, non? – and performs some vital gameplay functions. The schtick is that she can travel through time, ferrying key



RENO ESPACE: (from Left to Right) Jacques scowls, hooks in a hapless zombie, ogles at Ako the time travelling fairy and appears in a photo as his son looks very confused.

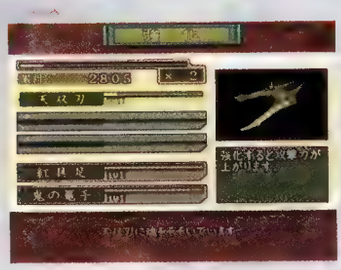
TURN THE PAGE FOR MORE ON ONIMUSHA 3

ANTICIPATED FEATURES

- Two playable characters; Samanosuke Akechi and Jacques Blanc, played by actors Takeshi Kaneshiro and Jean Reno.
- CG movie production from acclaimed director Takashi Yamazaki and Donnie Yen, of Blade 2 and Shanghai Nights fame.
- Split time zones, between modern day France and feudal Japan, featuring historic locations such as Anshi Castle, Sakai Town and Honnoji Temple.
- Script by Flagship, the writers behind *Onimusha* and *Onimusha 2*.

WHERE IT'S AT...

- The finished Japanese game is available now, but we'd advise waiting until September for the UK release.



objects from Reno (stuck in feudal Japan) to returning *Onimusha* legend Samanosuke (lost in modern day France). Ako also acts as a mobile coat hook, allowing Jean Reno to snag her with his whip and reach previously inaccessible areas. We can't vouch for the deleted scenes, but Kylie Minogue never did *that* in Moulin Rouge.

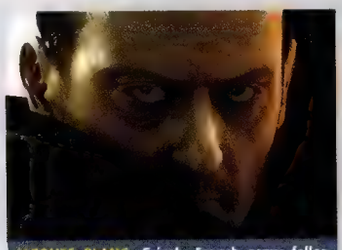
In the crudest analogy, *Onimusha* is *Resident Evil* with swords. The first two games were frikkin' brilliant – following a plucky swordsman on his quest to nobble demon-assisted and (largely) historically accurate Japanese warlord Oda Nobunaga – but sold disappointingly to a confused general public. Hence, Capcom have drafted in baggy-eyed Frenchie Reno for kudos, shifting the bulk of the game to modern day Paris. Shrewd, non? Mercifully, the brutal swordplay remains intact, with the same smattering of sub-Mensa puzzles, intricate plotting and gorgeous

FAIRY CROSS THE MERSEY: You'd think Reno's son met tiny floating ladies all the time.

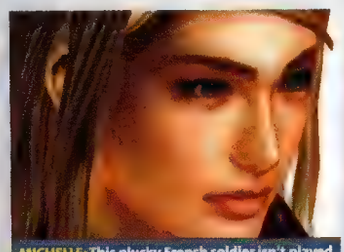
WHO'S WHO IN ONIMUSHA 3?

At Capcom's recent press event in Las Vegas, the company admitted that previous titles have been too Japanese in focus, and announced their intention to develop games that appeal to western markets like the UK. Upshot? No more shoddy conversions with huge black borders, and more acting talent along the lines of Jean Reno. We've assembled the major players in *Onimusha 3* below.

SAMANOSUKE AKECHI: The hero of the first game, played by hearthrob Takesho Kaneshiro.



JACQUES BLANC: Grizzly French army feller, played by Jean Reno, of Godzilla fame. Er...



MICHELLE: This plucky French soldier isn't played by anyone famous, but provides the lurve angle.

UGLY DEMON: Jean Reno takes on this sword-wielding skeleton warrior in an early boss battle.

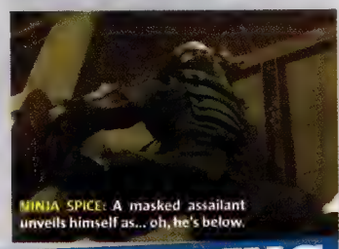
UGLY MONSTER: Wanders the streets of feudal Japan while considering plastic surgery.

HANDSOME ROBOT: Why, aren't you the angular mech about town? Mmm. Gatling.

locations, but with dual character gameplay and full 3D graphics (the old games were pre-rendered).

In the third outing, Samanosuke Akechi is closing in on his arch enemy Nobunaga – relayed in the finest CGI intro sequence in PS2 history – for the final confrontation. Just as Samanosuke's about to cut ol' beardy a new kingdom, he gets sucked into a portal and appears in modern day France. The city's under siege from bloodthirsty Genma demons, when our hero bumps into French Army legend Jacques Blanc (played by Reno). In a convenient twist, Reno then gets sucked into the past and meets the fairy. Who's pulling the strings? What links their destiny? How much did they *pay* Reno for half a day's work?

As the story unfolds, you shift control between the two heroes at key junctions. Samanosuke begins by slashing up the samurai hordes outside L'Arc de Triomphe, before moving into Notre Damne and picking up his first new weapons; vicious twin handed short swords. The combat system's as sharp as ever. Tap ▢ to unleash a melee of close range strikes, ○ to kick and △ to unleash your soul-powered special attacks. As ever, the souls of



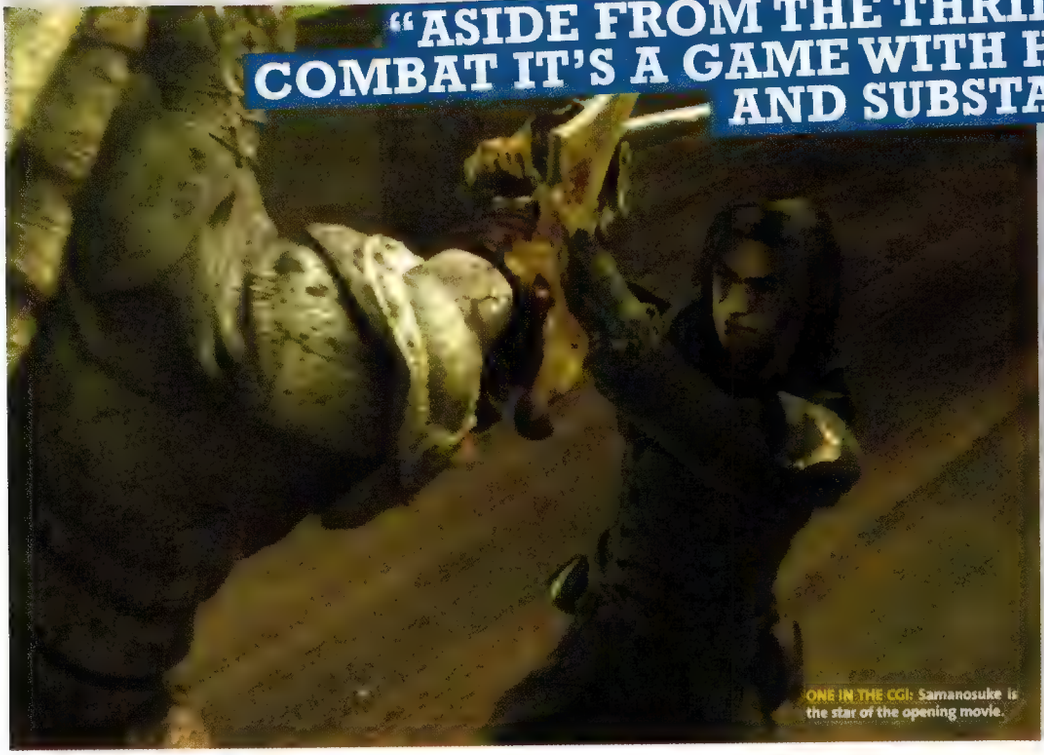
NINJA SPICE: A masked assailant unveils himself as... oh, he's below.

vanquished foes can be 'hoovered' up to boost your energy and weapon power. The critical hits – accessed by tapping ▢ *precisely* when your foe lunges in – have been made even more powerful, letting you decimate a screenful of foes in a dashing combo of white light.

The shift to real time 3D has effectively done sod all. The backdrops look as sharp as ever, but you still can't rotate 'em with the right stick and must play the game from a largely forced perspective.

The cutest tricks have been reserved for Reno. You can even reel in foes for a combo attack, standing on their shoulders and delivering a fatal head shot with your pistol. The whip can also be used in Indy Jones-style to cross ravines, or to snag otherwise unreachable objects. As the game progresses, the whip gains chainmail qualities, letting you slash thick foliage and reach hidden areas.

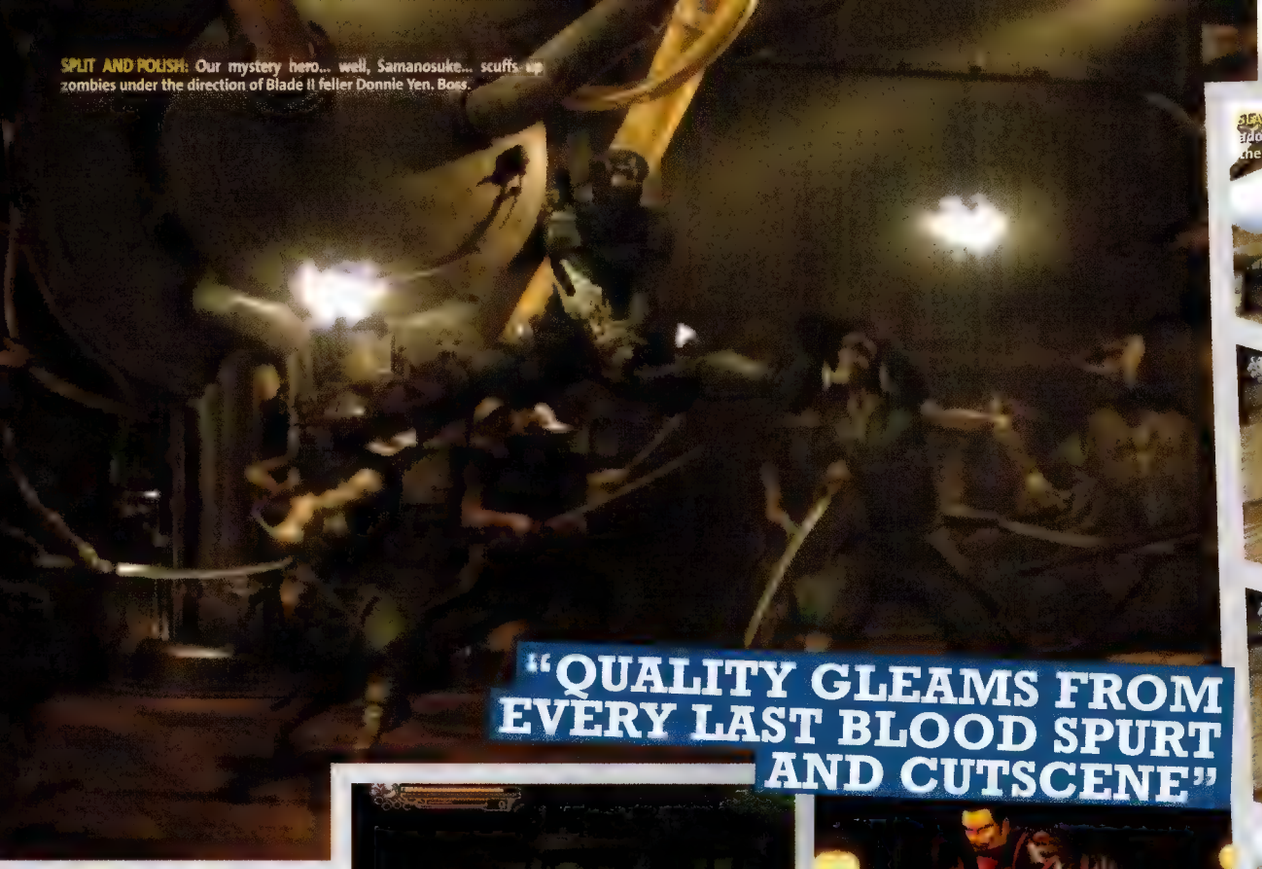
Wait. There's *one* early shock. Reno runs into a youthful version of Samanosuke and, after initial distrust, the pair get to wreak havoc. Meanwhile, modern day Samanosuke runs into saucy French Army soldier Michelle and – aw, bless – Reno's wee son. Can you guess



ONE IN THE CGI: Samanosuke is the star of the opening movie.

"ASIDE FROM THE THRILLING COMBAT IT'S A GAME WITH HEART AND SUBSTANCE"

MICHELLE, MA BELLE: No, she's not taken a vicious beating from samurai zombies. That's eye shadow. The French, eh? Fou.

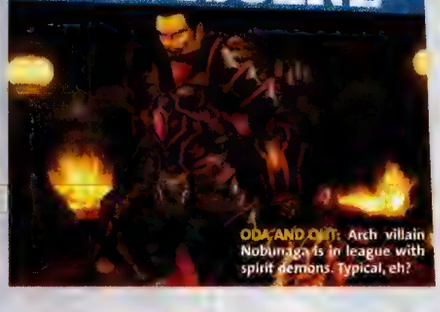


SPLIT AND POLISH: Our mystery hero... well, Samanosuke... scuffs up zombies under the direction of Blade II feller Donnie Yen. Boss.

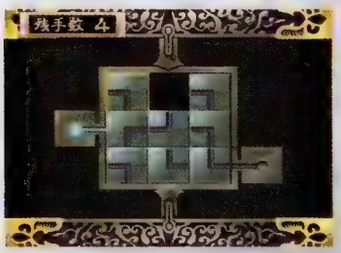
SLASH AND GURN: Samanosuke adopts his powerful demon form in the fourth shot below. Ooh, shiny.

"QUALITY GLEAMS FROM EVERY LAST BLOOD SPURT AND CUTSCENE"

SWEET SOUL MUSIC: Purple souls are used to power up your weapons.



ODA AND OUT: Arch villain Nobunaga is in league with spirit demons. Typical, eh?



who he falls for? But – like Samanosuke's tragic unrequited relationship with Oyuu in *Onimusha 2* – watching mutual distrust turn to tender embrace engenders a fuzzy emotional attachment.

That's why we're so excited about *Onimusha 3*. Aside from the razor-sharp mechanics, thrilling combat, luscious environments and Jean Reno, it's a game with heart and substance. Capcom's sensitive slasher feels like a *journey*, building genuine empathy for the characters and their arduous plight. Samanosuke displays more charisma in a sweep of his blade than Sam Fisher mumbles in thirty minutes of cutscenes.

The French have an expression. *Plus ca change*. The more things change, the more they stay the same. *Onimusha 3* doesn't make an evolutionary leap, but it's still the most *essential* adventure series on PS2. Will the finished game be magnificent? Sacre bleu... Oui. PSM

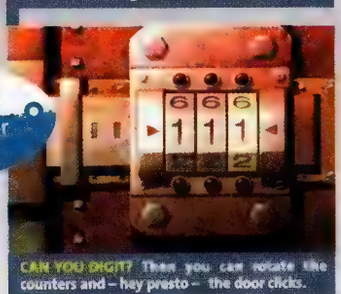
Onimusha 3 is out in September.

ETA September 2004

IQ TEST

There's a taxing logic puzzle early on, where you've got to unlock a three digit doorcode in the sewer. After fumbling with the lock, and sweating over various menu options in Japanese, the solution becomes clear. The three digit code relates to the furniture in the control room (below). One digit is the number of unbroken monitors, another the number of upright chairs and the other, er... to be honest, we lucked through the puzzle by rotating the lock and stumbling onto the combination. Odds? Hundreds to one. Maybe thousands. Either way, it's a sign for things to come in the finished code.

SCREEN LIVING: You need to guage the way the furniture is arranged. A valuable life lesson.



CAN YOU DIGIT? Then you can rotate the counters and – hey presto – the door clicks.

DAN D's OPINION...

LIVE AND DIRECT FROM THE GLOBE

After sweating through Onimusha 2 in Japanese, French is a welcome relief to PSM2's sole GCSE holder.

■ **NAME** Daniel Dawkins ■ **DATE** 17/02/04 ■ **LOCATION** PSM2 Office, Bath

"It's all about faith. While the near-as-finished version of *Onimusha 3* we're playing holds little in the way of surprises, quality gleams from every last blood spurt and movie. Sadly, *Onimusha 3* seems altogether more linear than it's prequels, but better paced in terms of show-stopping set pieces. In no time, you're pitting Samanosuke against a giant robot showing off his new twin blade attacks and the dynamic 3D camera. Well, 'dynamic' is an overstatement. I really wanted to control the camera manually and bash up *any* piece of scenery, but that just isn't the case. Apart from that, Reno's sections are a refreshing change thanks to the versatile whip. Damn, you can even latch onto boulders and toss them at enemies. The opening CGI is *amazing*. No shit. The puzzles are as diverting as ever and the environments lovingly realised. Basically, it's your chance to control two of the coolest, rock hard, heroes in the videogame industry *and* watch French people being stoved up by zombies. *Magnifique*. I'll be tackling the finished Japanese code next month. Will it be worth the wait? Revered Japanese games magazine Famitsu recently gave the game an incredible 36/40, so – if you'll excuse my French – shitting YES. This will rule. Guaranteed."

MY BEST BIT...

■ Cracking the sewer door code by counting the number of chairs, tables and consoles in an adjoining room. And, er... twatting zombies with a sword.

MY WORST BIT...

■ Getting stuck behind Michelle as she wanders about during battles, and the lack of obvious gameplay changes. But, c'mon...

ORIGINALITY	★★
HANDLING	★★★★
PRESENTATION	★★★★★

WATCH IT ON THE DVD VIDEO

■ **DEVELOPER** Pandemic Studios ■ **PUBLISHER** LucasArts / Activision ■ **GAME TYPE** Online battle sim

STAR WARS: BATTLEFRONT

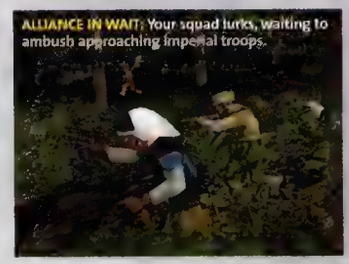
"Stomp the hairy little bastard Ewoks under the massive feet of your AT-ST"

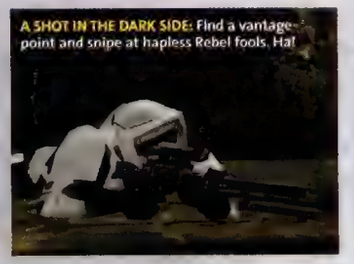
ANTICIPATED FEATURES
- Up to 16 players embroiled in world-spanning conflicts, set in the best sci-fi universe ever created.
- Pilot 15 classic Star Wars vehicles.
- Ten worlds covering events from the entire Star Wars saga.

WHERE IT'S AT...
- Battlefront's looking brilliant, with massive landscapes featuring dynamic lighting and detailed textures. We just hope PS2 can cope with the frantic battling when 16 players are online.

Imagine – just imagine – if you and 15 other PS2 gamers could actually be part of Star Wars; zipping between the giant Redwoods of Endor on an Imperial Speederbike, blasters pumping searing plasma as you fight for domination of the forest moon. Incredibly, as of this autumn, you can. This isn't just wishful thinking, young Padawans; it's a reality – thanks to *Star Wars: Battlefront*, LucasArts and developer Pandemic Studios' new online third-person war game. Not only will we be able to play a part in this classic struggle of good versus evil, we'll also be climbing into a whole bunch of the coolest vehicles ever created and blast the crap out of *everything*. Now *that's* a frikkin' brilliant idea for a PS2 game...

Battlefront is essentially a clone of online PC hit *Battlefield 1942* (also by Pandemic) which has been thrilling players thanks to its ability to pilot tanks, planes and other vehicles across the battlefield. Cleverly eyeing the money-spinning potential of this cracking title, LucasArts teamed up with Pandemic to create the same game with Star Wars characters. Simple and brilliant.


ALLIANCE IN WAIT: Your squad lurks, waiting to ambush approaching Imperial troops.


A SHOT IN THE DARK SIDE: Find a vantage point and snipe at hapless Rebel fools. Ha!

An offline mode's provided, but *Battlefront*'s really all about hooking up to the network and facing off with real people. It spans the entire Star Wars saga; so you can play in settings from both the Clone Wars (new Star Wars) and Galactic Civil War (Classic Star Wars) time periods, including bits from Episode 3. 15 battlefields are spread across ten planets, and battles are structured around each location, so for example, during one of Endor's scenarios; the Rebels attempt to capture the shield generator (from Return Of The Jedi), while the Imperials try to defend it. But how each of the individual battles pan out is entirely dependent on how you choose to play it.

You can pitch in with one of four available factions. Die-hard Star Wars fans can choose to play as part of the Rebel Alliance or Imperial forces from the classic trilogy; while more recent converts might opt for the Republic's Clone Army or the Separatist's Droid Army from the not-quite-so-classic newer movies. Teamwork's what it's all about, with each player bringing vital skills to the army. Be a trooper, a scout, an engineer, a pilot, or one of two other army-specific specialties available for each faction. It's your call.

A quick game 'Skirmish' option lets you dive in for a quick scrap, but the real meat of the game is called 'Galactic Conquest'. Here, you'll pick a side, then fight your way from planet to planet, continuing until one faction controls the entire galaxy. Winning each planet earns a cool bonus, such as a special character (including the likes of Luke, Count Dooku, Mace Windu and Darth Vader), who put in a limited appearance, but open a planet-load of whup-ass when they do.

Alternatively, it might unlock a new ability, such as extra vehicles,

BATTLESTAR GALACTICA

Of the ten worlds included in *Battlefront*, Tattoine, Hoth, Yavin, Geonosis, Endor, Kamino (the cloning planet from Episode two) and Naboo have been revealed so far, but the others are currently shrouded in mystery – most likely because they're featured in the final movie. Our money's on the inclusion of Kashyykk, the Wookie homeworld...

BOT WHY? Quite why you'd want to play as one of these Battle Droids is beyond us...

SNOW PROBLEM: We even get to act out the Imperial assault on the Rebels' Hoth base. Quality.

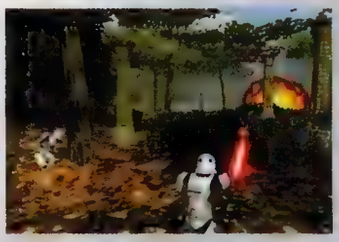
"IMPERIALS GET TO BUILD A DEATH STAR IF THEY CAN RETAIN CONTROL"

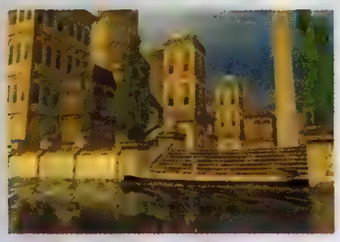
ALL ROUP: Kill. Rebel. Scum.

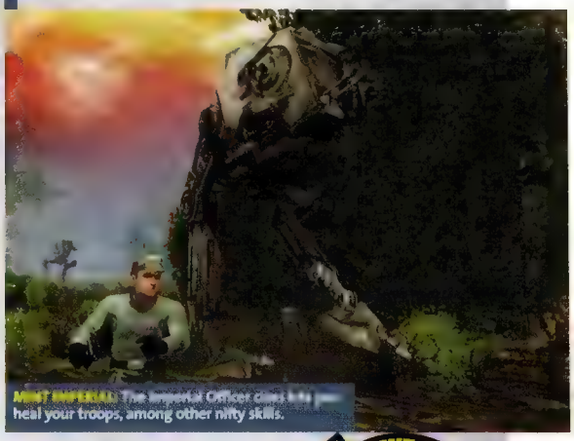
LASER DAYS: Expect intense firefights, with laser fire flashing in all directions.

X-WING AND A PRAYER: Pilots aren't exactly camouflaged up in their orange jumpsuits.

WE'RE GETTING OUT OF HAND... We always wanted to try out one of these in London.







MINT IMPERIAL: The Imperial Officer class can heal your troops, among other nifty skills.

CLASSY CHARACTERS

While the trooper, scout, engineer and pilot character classes are universal, the remaining two are faction-dependent. Imperial Officers, for example, can heal and deploy Probe Droids, while a Rebel Spy can sneak around on reconnaissance missions. Some 'third party' computer-controlled characters also have an effect on the game. The Ewoks will chip in to help out if you're on the side of the Rebel Alliance, setting traps and stealing speeder bikes. The Gungans on Naboo, meanwhile, can also be useful allies; while on Tattoine, the Sand People aren't quite so helpful – wandering around, beating up anyone they come across.

faster rates of regeneration, or troop reinforcements. Imperials even get to build a Death Star if they can retain control for long enough. Once built, it's got enough firepower to wipe entire planets off the map!

Throw into this dream-like concept a whole squadron of some of our most loved Star Wars vehicles and we're about to cream our jumpsuits. Now we can skim across the surface of Tattoine in a Landspeeder, or take to the skies in a TIE-Fighter, dog fighting to the death with rebel X-Wings. How about piloting a Snowspeeder between the legs of a hulking AT-AT Walker? We even get the opportunity to stomp the hairy little bastard Ewoks under the massive feet of our AT-ST. Begun, the real Star War has... **PSM**

Buff up your Vader helmet in time for the autumn release...

FLIGHTS OF FANCY

Battlefront's vehicles number 15 in total. We so far know of AT-ATs, AT-STs, Taun-Tauns, Speeder Bikes, X-Wings, TIE-Fighters, TIE-Bombers, Republic Gunships, Snowspeeders and Landspeeders.

Their availability is tailored to each level, so for example, Tattoine's vast, open deserts are perfect for TIE-Fighters and X-Wings, while Endor's forests are more suited to Speeder Bikes and AT-STs. Thankfully, none of them are faction or character-class specific, so we get to check out all of them, no matter who we choose to be.

YOU'RE YAVIN A LAUGH: Speederbikes are well suited to whizzing through Yavin's forests.

BUY WALKER: Our very own AT-ST? Marvellous, with this Walker you're really spoiling us...

JEDLIN NABOO: Amidala never expected this...

ETA October 2004

ADE'S OPINION

LIVE AND DIRECT FROM AROUND THE GLOBE

Using droid-speak, PSM2's very own protocol droid interfaces with Battlefront's core processor...

■ **NAME** C3-PO ■ **DATE** A Long Time Ago ■ **LOCATION** A galaxy far, far away...

"We're absolutely loving this – best thing ever or what? Eight players per side, scrapping it out on some of the most famous Star Wars locations; clambering into X-Wings, TIE-Fighters and a massive roster of other 'Wars' vehicles whenever you like. The open style of gameplay provides almost endless variations on how the skirmishes can pan out, meaning that no two fights should ever be the same. The various character classes also mean that you can take on different roles whenever you like for further variation. We also love the idea of being able to unlock some of the saga's best known characters and unleashing them on the battlefield, standing back in awe as Luke and Vader get all Jedi on the opposition's asses.

The worlds themselves are all superbly detailed already and we fully expect this to get even better in the months leading up to release. We simply can't articulate properly how excited we are about *Battlefront*, and if the finished product's as good as what we've seen already, this has the potential to give PS2 online gaming the kick in the pants it's been needing. If you needed a reason to go online they don't get better than this.

Here's hoping that single-player mode is right for non-network players too."

MY BEST BIT...

■ Stomping around landscapes in a gigantic AT-AT, squishing pitiful Rebel insects between my enormous metal toes.

MY WORST BIT...

■ Playing as one of those rubbish Battle Droids from Episodes 1 and 2. They really are deeply shit...

ORIGINALITY	★★★
HANDLING	★★★★★
PRESENTATION	★★★★★

WATCH IT ON THE DVD VIDEO

T-BONED: The car physics are incredible, featuring ultra-realistic crashes and damage.

■ **DEVELOPER** Reflections ■ **PUBLISHER** Atari
■ **GAME TYPE** Driving/Adventure

DRIV3R

"It's like someone's taken a fat needle and pricked the bubble of excitement..."

ANTICIPATED FEATURES
- Three cities – Miami, Nice and Istanbul.
- Advanced playback mode lets you replay crashes and gunfights with spot effects like motion blur.
- Over 70 vehicles including bikes, cars, trucks and speed boats.
- Voice acting from Michael Madsen, Michelle Rodriguez and Ving Rhames.

WHERE IT'S AT...
- With three months of development left, there's a fair bit of gameplay balancing to be done and missions to be added.

ETA June 2004

Good news. *Driv3r* has been delayed until June. Bad news. Three months might not be enough. After wrestling with the latest code at Atari's recent press unveiling in a swish London hotel, it seems the handicap of rushed development has been replaced by a case of creative autism. While the fine details are exemplary, the game seems unable to focus on the bigger picture.

Rewind. Fifteen minutes into Reflections' head honcho Martin Edmondson's elaborate demo to an expectant crowd of journos, *Driv3r* looks sensational. Bang! Martin gets out of the car, and writes his name on the bonnet with an Uzi. Dropping back, he bounces a rocket under the car and waits until... Kcchhht!... the chassis fires into the air in a rain of body parts. Martin then proceeds to shoot the detached tyre down the street, in a startling display of realistic physics. Then he's skidding the car around, pointing out the suspension as a single tyre clips the kerb and bounces into the framework. We've seen this all already and we love it.

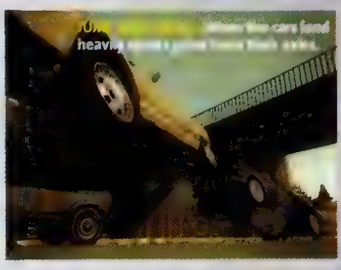
And it gets better. Martin clambers into an articulated lorry and taps a button to detach the trailer as he takes a bend, sending it crashing into the traffic on the other side of the junction. The crowd chuckle and whisper excitedly. Then Martin gets on the bike and starts pulling stoppies and wheelies, shaming the bike physics of *GTA: Vice City*. The feeling of anticipation is tangible. *Driv3r* looks genuinely stunning.

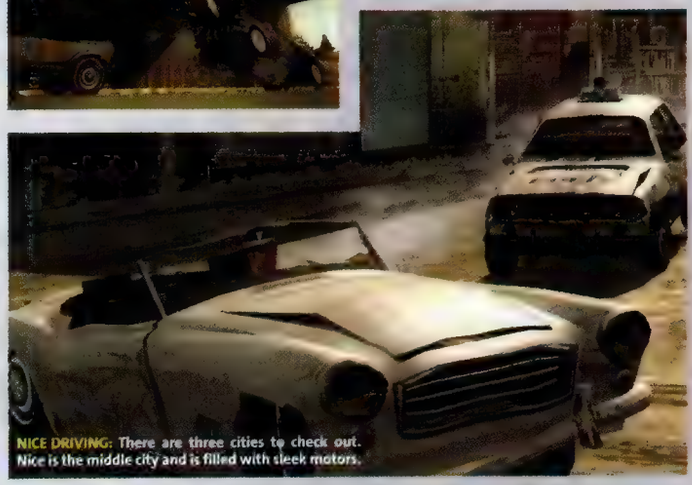
As the crowd rushes to get hands-on, faces clamour to get near the screen and bark advice. After ten frenzied minutes, the mood shifts to silent looks and raised eyebrows. Whispers are exchanged. It's like somebody's taken a fat needle and pricked the bubble of excitement. PSM2 gets nervous. Then writes its thoughts below... PSM

Driv3r rolls out on June 1st. Maybe.

CITIES – SLICKER: Miami, a city from the first *Driver*, returns in *Driv3r* looking better than ever.

THE DARKNESS: Look at the shadows. They're lovely – here's hoping the game maintains up.




NICE DRIVING: There are three cities to check out. Nice is the middle city and is filled with sleek motors.

WORD ON THE STREET

It's all about being able to get out of the car. We've been spoilt by *Grand Theft Auto*. If the street-pounding, gun-fighting, car-jacking bits feel one iota less satisfying or natural than they do in *Vice City* then all *Driv3r*'s work on shadows, physics and 'shootable tyres' has been pissed up against the wall. Currently the fighting bits feel sub-*Getaway* in quality and that's a let down considering the quality elsewhere. Please fix it. Pleeeease?

CHRISTOPHER WALKING: It looks great, but the control and feel are clunky and the AI is poor.

SHOOT YOUR ROAD: The driving bits feel great, but are still a tad unforgiving at times.

DAN D'S OPINION...

LIVE AND DIRECT FROM THE GLOBE

Dan D goes out on a limb with a cup of tea and freshly ironed P45.

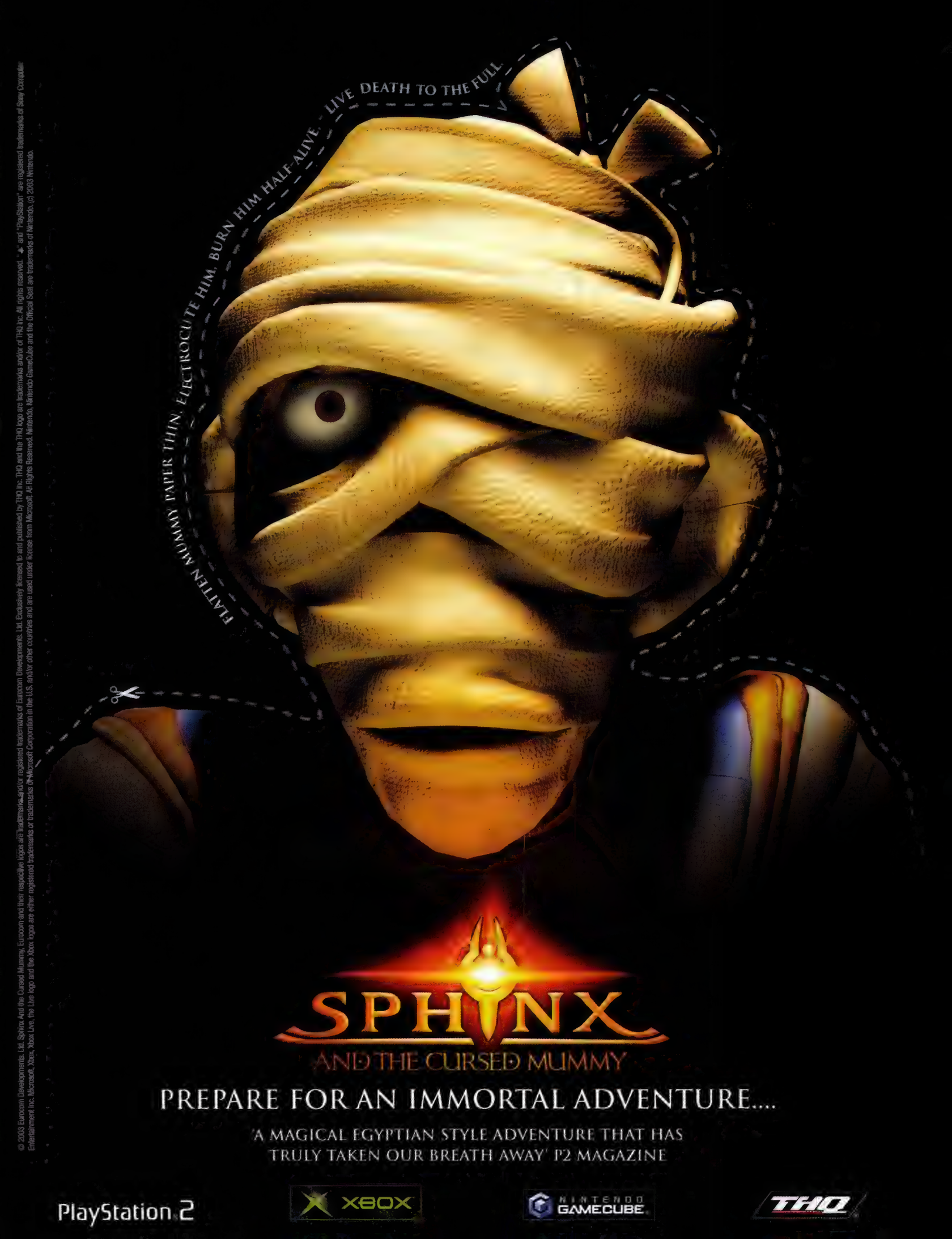
■ **NAME** Daniel Dawkins ■ **DATE** 6/2/04
■ **LOCATION** Posh members-only club, London

"The scale of each city is incredible, with a breathtaking variety of textures. The cars handle sublimely, with eerily realistic physics. But – and we stress – it *currently* doesn't gel as a game. The on-foot sections offer basic FPS-style controls, wonky lock-ons and oafish enemy AI. The Story mode lacks freedom and the missions are invariably taxing races against time. Accidentally clip a stone post and it's game over. Restart. Rage. It's almost like *Stuntman* again. Good news: the components are in place – atmosphere, guns, visuals, physics, but we're slightly concerned they won't have time to stitch them together and match the game's undoubted potential."

MY BEST BIT...
■ Smashing the car to pieces slowly and methodically, laughing like a drain.

MY WORST BIT...
■ Hitting lamp posts at 70 mph and having to restart the mission instantly.

ORIGINALITY	★★★
HANDLING	★★★
PRESENTATION	★★★★★


FLATTEN MUMMY PAPER THIN, ELECTROCUTE HIM, BURN HIM HALF-ALIVE - LIVE DEATH TO THE FULL.
SPHINX
AND THE CURSED MUMMY
PREPARE FOR AN IMMORTAL ADVENTURE....
'A MAGICAL EGYPTIAN STYLE ADVENTURE THAT HAS TRULY TAKEN OUR BREATH AWAY' P2 MAGAZINE
PlayStation 2
XBOX
NINTENDO GAMECUBE
THQ

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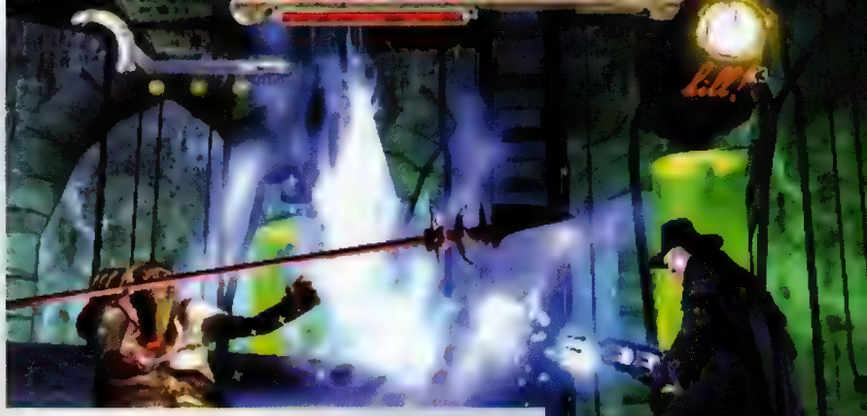


■ **DEVELOPER** Saffire Studios ■ **PUBLISHER** Vivendi
■ **GAME TYPE** Action Adventure

VAN HELSING

"The game's shaping up like the bastard brother of Devil May Cry"

ANTICIPATED FEATURES

- 13 levels, from Transylvanian graveyards to Dracula's Crypt, closely following the film's plot .
- Digitised Hugh Jackman likeness and voice acting.
- More than seven weapons, including Tojo Blades, Pistols and gas-powered Crossbows.
- Power-ups including Power Glyphs, Life Glyphs, Life Increaser and Mutiplier Powerup.

WHERE IT'S AT...

- With over two month's of development left, the game looks as good as finished, except for some last minute movie changes.

The best ideas are simple, claims Robert Kosberg – master of the high concept Hollywood pitch. His theory is that solid gold concepts can be reduced to a snappy sentence that generates excitement and compels people to tune in. Proof? Kosberg once secured financial backing for a horror movie about a rampaging dog in three words. 'Jaws with paws'. Well, the same theory applies to games. *True Crime*? *Vice City* in Los Angeles. *Need for Speed: Underground*? *Burnout* for car modders. *Beyond Good & Evil*? A platformer where you can't jump and take photos of animals accompanied by a talking pig. Yes, *exactly*. The shorter your pitch, the better your idea. And by that logic, *Van Helsing* should be a corker. Pitch? *Devil May Cry* with Wolverine.

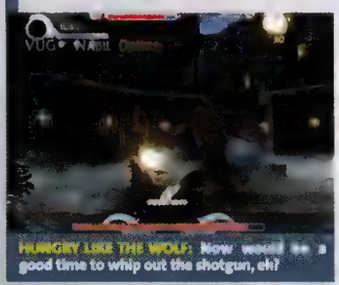
Except it's not Wolverine, the Marvel comics character, but Hugh Jackman, the impossibly cool star of the X-Men movie. He's playing Bram Stoker's legendary vampire hunter *Van Helsing* in *the* explosive blockbuster movie of the summer. In a post modern quirk, the game's a high concept pitch of a high concept pitch: history's hardest man fights history's hardest villains. Not only will *Van Helsing* tackle his arch nemesis Dracula, but also Wolfman, Frankenstein's monster and Dr Hyde. In other words, it's *DMC* with a celebrity cast of super villains.

The game's a third-person action adventure with a dusting of patronising puzzles. *Van Helsing* strides around collecting iron keys for iron gates and shooting his grappling hook into tiny shiny holes, but the remaining 95% is dedicated to juicy ultra violence. Our lovingly-digitised Jackman twirls, cartwheels and shotguns his way through 13 levels of Transylvanian hell; from abandoned cities to fog-swept bridges, to abandoned, fog-swept graveyards. The all-star villains defy multiple end-of-level scuffings, punctuating the swathes of weedier ghouls, bats and zombies, whose only purpose seems to be spitting energy glyphs, providing points and giving *Van Helsing* scope to demonstrate his flexibility.

The Hook? A hook. *Van Helsing* can fire his grappling rope at foes to pull them in, or twirl them around like furry kites. In a further nod to

MONSTER'S BRAWL

There's no fiddly tutorial levels, as you're instantly thrown into battle with Mr Hyde, the grizzly alter-ego of Dr Jekyll. Next is Frankenstein's monster, who lumbers about being big and crap, but hard to kill. Wolfman is bigger and much more agile, appearing multiple times as you trample the Transylvanian streets. Your arch nemesis is Dracula, who eschews close combat mauling for magic and deception. While standard foes are little more than cannon fodder, there's some welcome – and pervsome – interjections from the brides of Dracula and some fit zombie birds who live in a stream. It's enough to make you want to be a fish, eh?



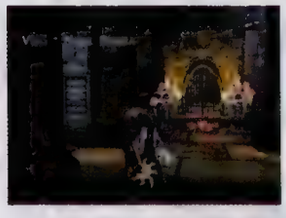
HUGH SIR: If Van loses his hat, you'll lose valuable style points at the level's end.

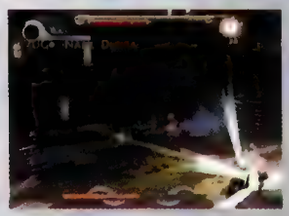
WHAT'S THE FILM ALL ABOUT?

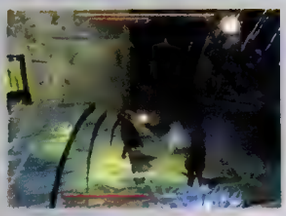
Vatican-endorsed vampire hunter, *Van Helsing*, storms into Transylvania to nail arch-foe Dracula, who's conveniently invited Wolfman and Frankenstein's monster over for tea. The plot's a bit more complicated than that, with Van *Helsing*'s secret past and his juggling a love interest from an increasingly typecast Kate Beckinsale (last seen, er, hunting werewolves and snogging vampires in Underworld). See the trailer with a glorious CGI wolfman and lots of Hugh Jackman's beard at: www.vanhelsingmovie.com.

WOLF HARRIS: Slightly larger than we remember him, but deadly and very agile.

BRIDE AND PREJUDICE: Why are all the ladies bad for your health? Answer us that, eh...







DMC, foes can be dispatched using stylish combo attacks, shooting them off the ground with twin pistols, then using the hook to pull them back in for a close range finishing blow with your vicious Tojo Blades. The more ballet-like your attacks, or the more hits you can chain in a combo, the higher your score and the better the weapons that become available. Heck, you're even ranked on whether *Van Helsing* finishes a level wearing his hat – a shameless nod to Mr chapeau Indiana Jones.

Aside from *DMC*-style twin pistols, our hero can wield slow, but powerful shotguns, a wicked Electric Gun that expels a devastating bolt of lightning and vicious dual handed Scimitars for showman-like melee kills. If weapons are *Van Helsing*'s line in conversation, then the Gatling Gun is its killer line. This shoulder-mounted weapon spits bullets at a shuddering rate, ripping into hapless foes and blanketing the area in thick smoke. You can't move very fast when holding the Gatling Gun and it needs time to cool down, but – hey – consider that the dramatic pause.

Richly gothic, instantly playable and undeniably cool, *Van Helsing* is a film licence that defies the trend of lazy cash-ins. But, if the gameplay descends into mindless repetition, we're concerned that the finished experience will be no more satisfying than the popcorn you'll be mawing down with the movie – sweet, distracting, and ultimately vacuous. PSM

ETA May 2004

Van Helsing is released May 9th.

"RICHLY GOTHIC, INSTANTLY PLAYABLE AND UNDENIABLY COOL"

SEAR WE GO: Van gets toasted after neglecting to duck and weave. Fool.

DAN D'S OPINION...

LIVE AND DIRECT FROM THE GLOBE

PSM2's Dep Ed doesn't live in Transylvania, but he does like Hugh Jackman and sometimes grows a beard.

■ **NAME** Daniel Dawkins ■ **DATE** Friday the 13th ■ **LOCATION** PSM2 Office, Bath

"To be honest, the movie trailer left me flat. Sure, I dig Hugh Jackman (a better choice for *Van Helsing* than Anthony Hopkins in Coppola's Dracula), and I like the idea of him shooting up historical mutants, but the CGI lacked panache and the fight scenes are short on scale. But hey, who gives a hot wet shit what I think, because the game's shaping up like the bastard brother of *Devil May Cry*. The handsome, shallower, brother perhaps. The graphics are respectable, but not outstanding, with some fluid animation lending *Van Helsing* an air of nonchalant cool. The grappling hook combo attacks are bang on the money, relaying a sharp visceral snap and hugely satisfying feel. It's just so much like *Devil May Cry*, that I'm almost lost for words. It's a pleasant surprise, but... meh. It's a playable game, but... phhh. I'm a shade worried about the repetitive nature of the levels, with countless cannon fodder drones and little in the way of truly show-stopping set pieces. There's certainly nothing to rival the spider battle, or collapsing bridge, in the original *Devil May Cry*. On the bright side, it's a really solid, intrinsically alluring game. A lot more than can be said for certain other companies' bombastic approach to film licences."

MY BEST BIT...

I'd like to say cartwheeling around a foe and hooking them into the shotgun, but it's probably the cleavage of the brides of Dracula. Yes, I know.

MY WORST BIT...

Seven levels in, fighting the same old skeletal zombies and knee deep in mist. Doesn't the sun ever shine in Transylvania?

ORIGINALITY	★★
CONTROLS	★★★★
PRESENTATION	★★★★

LIGHT FANTASTIC: Sam uses his customary pipe shimmy but... dammit... check those light rays.

■ **DEVELOPER** Ubisoft Montreal ■ **PUBLISHER** Ubisoft ■ **GAME TYPE** Stealth action

SPLINTER CELL PANDORA TOMORROW

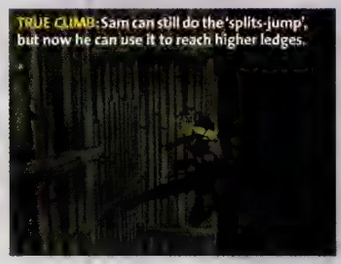
"He's up against Libyan rebels. This certainly won't be a walk in the park"

ANTICIPATED FEATURES
- Online multiplayer mode with split screen co-operative play.
- All new gadgets ranging from a Laser Microphone to a portable microwave gun that scrambles security systems.
- In-depth game play and plot that could set the new benchmark for action/stealth.

WHERE IT'S AT...
- Should've been released in April, but 'mysteriously' delayed. Don't expect anything until summer.

Already? *Another* threat to world peace? Though it doesn't feel like five minutes since we were very, *very* slowly guiding Sam Fisher (Solid Snake's sworn enemy of stealth and undisputed world Hide and Seek champion) to unlikely victory, another callous loon has popped up to wedgie the pants of global harmony. The cad.

We've put up with some bloody awful wannabes in the interim, but here comes an adventure that's certainly not past it's Cell by date... Sam finds himself called up to venture into a hostage situation at the US Embassy in Libya. Rescuing hostages with minimal casualties is all in a days work for our main man, but now he's up against Libyan rebels and Syrian troops too. This certainly won't be a walk in the park.


TRUE CLIMB: Sam can still do the 'splits-jump', but now he can use it to reach higher ledges.

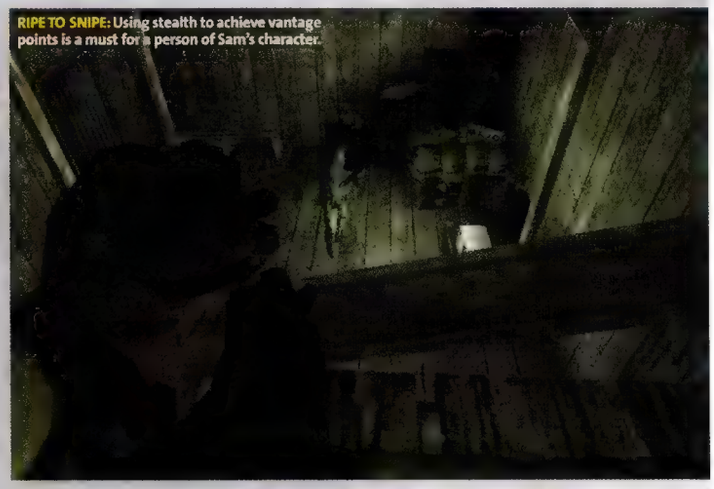
The graphics are – once again – in a league of their own. The lighting effects are sublime. On one of the levels we're playing, Sam sneaks through an abandoned train in complete darkness when a train passes on the other side of the tracks and lights the place up like a burning firework factory, thus totally blowing Sam's cover. Genius.

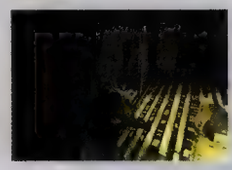
The game's audio teams surround-sound bullet effects with interactive music that quickens as the tension increases. Reason alone to buy yourself a surround system.

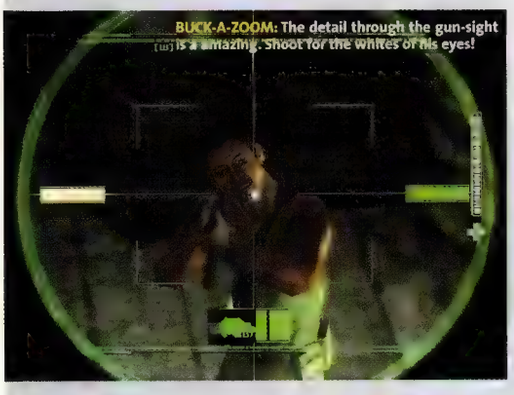
New moves? Sam can spin from wall to wall using a trademarked SWAT technique, while your binoculars can now be swiftly accessed using a pop of the right stick. You can even wolf whistle to get enemies' attention.

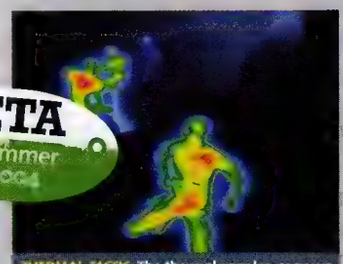
Pandora Tomorrow is looking good. More of the same, sure, but tighter and stealthier than ever. Keep 'em crossed. PSM

Splinter Cell: Pandora Tomorrow will decloak this summer. Hopefully.


RIPE TO SNIPE: Using stealth to achieve vantage points is a must for a person of Sam's character.




BUCK-A-ZOOM: The detail through the gun-sight is amazing. Shoot for the whites of his eyes!


THERMAL TASTIC: The thermal goggles, or as we like to call them 'Ready Brek-o-vision'.

ETA Summer 2004

PEG-LEGGED PURSUIT

The coolest new bit so far is when Sam has to make contact with a person on a train, who has a prosthetic leg. Apart from the obvious 'Would you like me to massage your feet?' approach, Sam can use his famous Thermal Goggles to check which leg is emitting heat. Smart, no? Fisher's ingenuity knows no bounds.

NATHAN'S OPINION...

LIVE AND DIRECT FROM AROUND THE GLOBE

PSM2's new boy hails from Lancashire, home of hot pots, not pot shots.

■ **NAME** Nathan Irvine ■ **DATE** 18/2/04
■ **LOCATION** PSM2 Weapons Testing Range

"After playing the first *Splinter Cell* to death I've been praying that the *Pandora Tomorrow* spin-off isn't just a half-arsed cash in from a hit-free Ubisoft. Thankfully it looks as though the '*Cell* team in Montreal have come up trumps again with another stealth masterpiece.

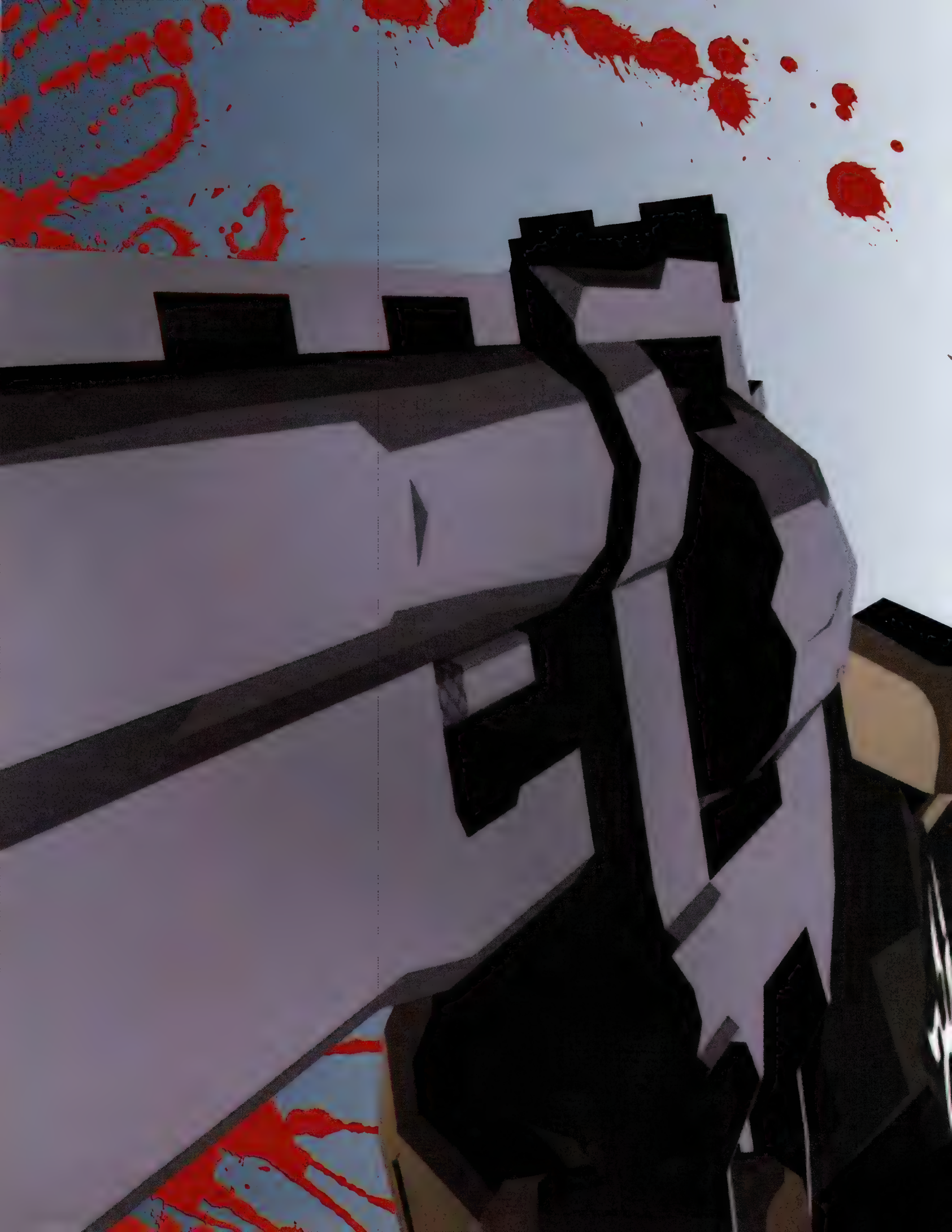
I particularly enjoyed the new gadgets and being able to whistle to distract the guards. It's the little things like this that make a game stand out from the wannabes. I can guarantee that *Pandora Tomorrow* is going to break as many stealth game rules as the last one did. The early preview code is really looking awesome and the finished game can only improve."

MY BEST BIT...
■ Running around in a pitch black room while whistling. Unorthodox, but effective.

MY WORST BIT...
■ Learning every button on the controller is tricky, leading to some deadly mistakes.

ORIGINALITY ★★
HANDLING ★★★
PRESENTATION ★★★★

something is happening in Hanyuda
www.forbidden-siren.com
fun,
anyone?
PlayStation 2
PlayStation 2
FORBIDDEN
SIREN
18+



FULL OF CHARACTER

The seven different personalities each possess a special ability. You'll need to switch between them to complete the game. Let's take a closer look at 'em...

Dan Smith

Dan's a maniac, put simply. Thoroughly evil, he wants to kill Harman (which is stupidly suicidal, really) and it's only his trust in Garcian that keeps him in check. As well as being able to alter the path of bullets, he's got a secret power that not even Harman knows about...

In a world of sequels, franchises and rapidly diminishing originality, Capcom are working on a quiet revolution. Last year they announced that the company was to release five brand-new titles exclusively for the Nintendo Gamecube. Each of these games was to be the product of smaller development teams, a strategy that would ensure that the five game's producers remained focused and true to their original visions; to produce new,

KILLER 7

'A hard-boiled crime thriller', say Capcom. Simply astonishing, say we. Say hello to Killer 7, the herald of a brand new dawn for videogames. If you're wearing a hat, hold on to it...

exciting games that didn't pander to fashions or slavishly copy other games. Two of the games have so far been released; *P.N.03*, a frantic third-person shooter, and *Viewtiful Joe*, a scrolling beat-'em-up gloriously realised as an endlessly inventive superhero romp. The third is *Killer 7*. And you have never seen anything like it before...

ALONE IN THE DARK: Kevin has to live in the dark. That's no excuse for not wearing a shirt, though. Shocking.

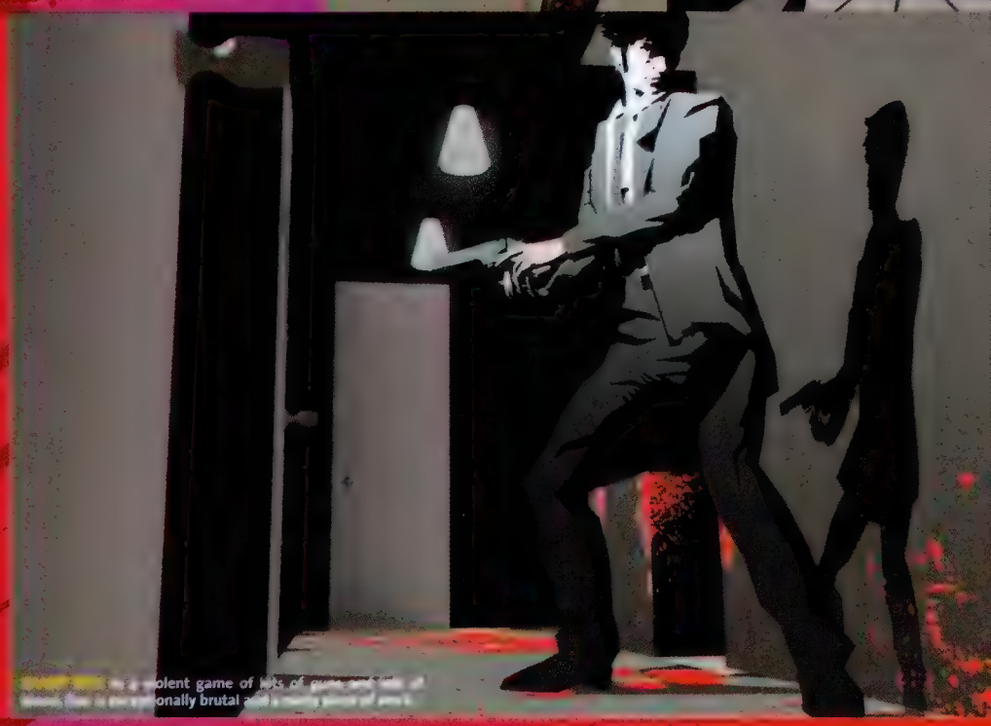
Capcom have recently (and sensibly) backpedalled on their Gamecube-exclusivity, and this is the best possible news for PS2 gamers. *Joe* is on the way to Sony's machine, as is *Killer 7*, but the latter remains the unknown quantity. Capcom are consciously creating an air of mystique about the game and it's working. Not since the first shots of *Metal Gear Solid 2* were leaked has a game prompted so much discussion and brain-racking in the PSM2 office. Here's what we know so far.

You play Harman Smith, a 65 year-old wheelchair-bound assassin. Harman is literally schizophrenic; his fragile brain houses seven distinct personalities, each of which possesses a special ability, such as Kevin, who

"HARMAN'S FRAGILE BRAIN HOUSES SEVEN DISTINCT PERSONALITIES"

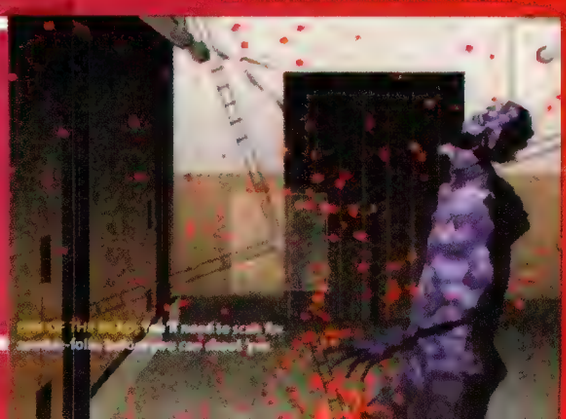
cannot stand light and travels in other people's shadow and is able to see perfectly in the dark. Harman, otherwise known as God Killer, is up against Kun Lan, the Divine Touch or God Hands. Lan uses his crazed smile – the Heaven Smile – to transform people into zombies. Harman, obviously, has to stop this.

That's the plot in a nutshell, and it's fascinating. The emphasis on plot and narrative is paramount – Harman's personalities have relationships with each other. The sole female personality, Kaede, is in love with Coyote (who



HIDE AND SEEK

Those people infected by Heaven's Smile are hard to find, and apparently almost invisible to the naked eye, which is why they're so dangerous. Harman will have to scan areas to uncover them – leading, we think, to first-person sections where you uncover Heaven's Smiles and blow them away before they reach you.



THE MAIN MEN

The game's producers, Shinji Mikami and Hiroyuki Kobayashi, are minor videogaming legends. Bother men were behind – and get *this* for a rap sheet – the *Resident Evil* series, *Dino Crisis* 1 and 2, and *Devil May Cry*. Mikami also forged the *Onimusha* games. In a word, impressive – how can *Killer 7* be anything other than astonishingly brilliant?

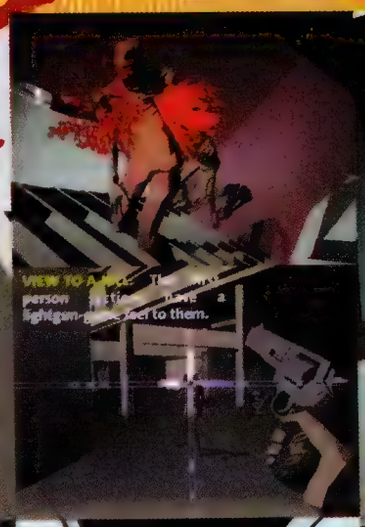
SUPER SPRINT: The third-person sections are like 'driving' – you move forward and have to choose directions in which to turn. It's very odd, but good.

Coyote Smith

Coyote can move through walls. He's in conflict with the rest of Harman's personalities, but in particular has a bad relationship with Dan. Coyote is extremely violent, having grown up on the streets, and deep down feels inferior to the rest of his compatriots. Poor thing.

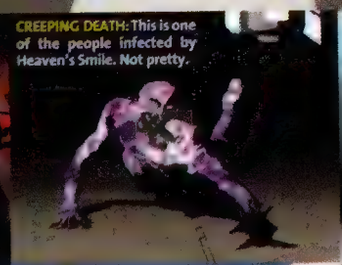
Garcian Smith

Garcian can control Harman and therefore could be considered the leader of the personalities. He is clairvoyant and can detect enemies' weak spots. Apparently, he's a lovely bloke who detests violence. Who'd have thought?

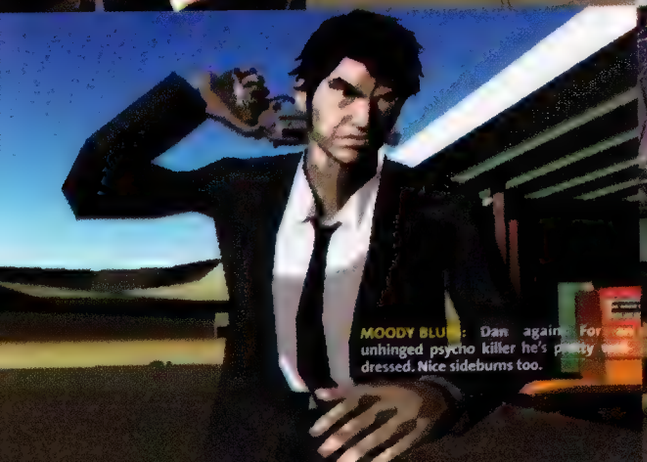


VIEW TO A KILL: The [illegible] person [illegible] lightgun-[illegible] feel to them.

[illegible]: Coyote [illegible] bathroom, yesterday [illegible] phase through [illegible]



CREEPING DEATH: This is one of the people infected by Heaven's Smile. Not pretty.



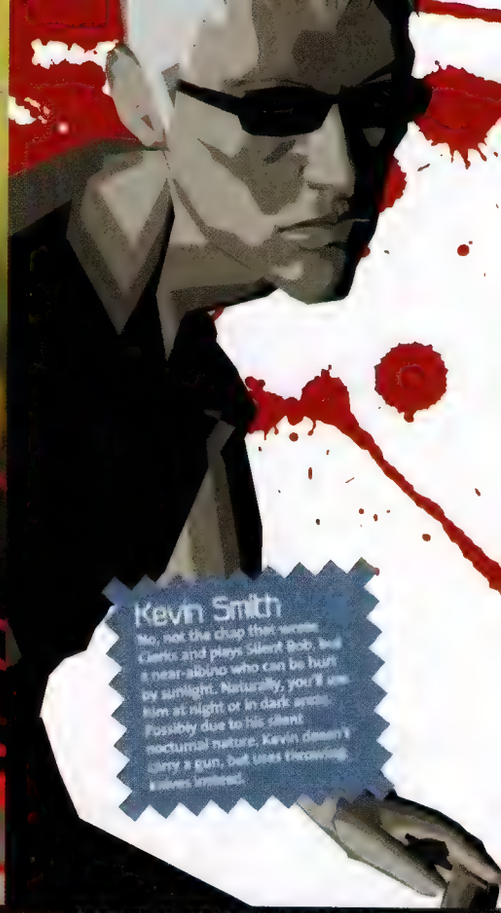
MOODY BLUES: Dan again. For an unhinged psycho killer he's pretty well dressed. Nice sideburns too.

WHEEL THING: Garcian's [illegible] green car, which he [illegible] gets to drive.

Kaede Smith

Kaede is the only female personality. She totes a hefty pistol and has one of the oddest powers in the game – she can release a shower of blood that causes huge damage. She also doesn't believe Harman exists...

BLOODY GOOD: The game's so stylised that it looks incredibly retro at times. Check out the lines of blood...



Kevin Smith

No, not the chap that wrote Clerks and plays Silent Bob, but a near-albino who can be hurt by sunlight. Naturally, you'll see him at night or in dark areas. Possibly due to his silent nocturnal nature, Kevin doesn't carry a gun, but uses throwing knives instead.

► can move through physical matter) and Dan (who can change bullet trajectories). Con, a 14 year old boy who can hear enemies' heartbeats, wants to kill Coyote. It's brilliantly high-concept and wonderfully complex stuff.

As for how it plays, the game's divided into third-person and first-person sections. Much of the game seems to be third-person adventure fare, with the shift to first-person for action shooty scenes. The game is set in the present and 2005, and things that you do in the present affect what happens in the later time zone... confused? You bloody will be.

Killer 7 - along with *Viewtiful Joe* – is plainly the harbinger of a brave new aesthetic style, a commitment to exploiting the medium that we so enjoy playing in by assaulting our game-nodes in the most direct fashion possible. Graphics *matter*; they're what instantly appeals about a game. But behind the extraordinary visuals pumps a mystery and one that is fascinating. Whether the game turns out to be untrammelled genius or heart-deflating letdown, one thing's for sure; in their own way, Capcom are changing the landscape of gaming with sheer bravery and commitment to difference. And for that we applaud them. **PSM**

CEL OUT: Along with *Viewtiful Joe*, *Killer 7* takes cel-shading to astonishing new levels. It looks brilliant.

Mask De Smith

Mask wears a wrestling mask to both protect his identity and cover the hideous burns on his face. He's immune to fire, susceptible to water... and carries two honking great grenade launchers.

SHORT STUFF: Con is a little like Rutger Hauer in Blind Fury, but smaller and younger. Kind of.

"KILLER 7 IS MUCH MORE INTERESTED IN DOING THINGS DIFFERENTLY"

WE ASK THE QUESTIONS

We talked to producer Hiroyuki Kobayashi from Capcom about *Killer 7*, and he did his best to tell us nothing at all, the cheeky beggar. Check this shiznit out...

Q. Why is the game being kept such a mystery?
A. The team has spent lot of time working on locking down the contents and concept of the title, so this is why we were unable to reveal much about the game for quite some time.

Q. You have said that the game is 'complicated'. How is the game complicated?
A. The plot, the characters, the relationships between the characters, the game environments, the contents, everything...

Q. Tell us about the graphical style of the game – it looks very unique.
A. The stylish design, the uniqueness of the game universe world in the game and the characters are things which could only come from the developer Grasshopper Manufacture (the Capcom studio behind *Killer 7*).

Q. How do Harmon Smith's seven personalities (the Killer '7' of the title?) affect the gameplay?
A. In order to finish *Killer 7*, players have to utilize all of the seven personalities.

Q. What aspect of the game has been the most difficult to produce? What are you most proud of?
A. I would like to leave this question until the game is completed.

Q. Tell us your favourite part of the game? Which section do you think that players will enjoy the most.
A. You will find that all of the characters are stunning and very cool. It is quite hard to pick on one particular element as the whole experience will be incredibly exciting for the player.

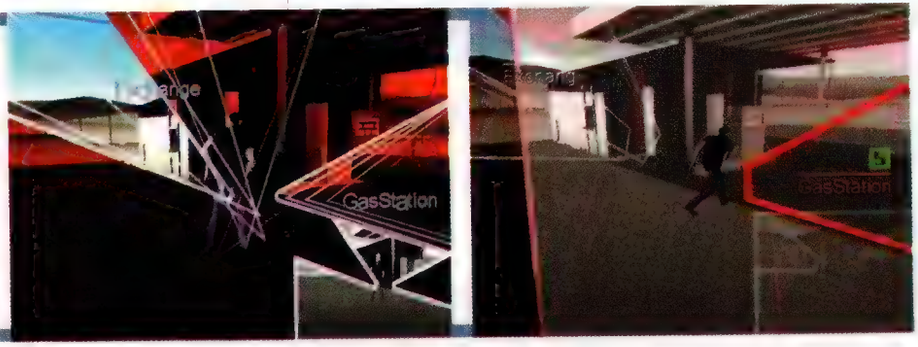
Q. How is it working with Shinji Mikami? With two such prestigious developers on the game we're expecting something very special.
A. Mikami is working mainly as a producer of *Killer 7*. The director Goichi Suda from Grasshopper is, I would say, the CREATOR.

Con Smith

Con is only 14 years old, a little young to be toting two automatic pistols. But still. He's got exceptional hearing, able to pinpoint enemies by their pulse alone, and can move ridiculously fast, a handy attribute in the fight against the Heaven's Smile.

FROM HERE TO THERE

Killer 7 is almost like multiple choice at times. Navigation is simple; at certain points you'll come to areas where you can choose to head to different areas. Select one and it'll fade into view. Don't expect something like *GTA* where you physically travel from place to place; *Killer 7* is much more stylised and interested in doing things differently.



"AN UNPLAYABLE GAME ABOUT A CRAP TV SHOW BASED ON A TERRIBLE IDEA" FIGHTBOX PAGE 65

Revie

PLAYED TO DESTRUCTION BY PS2 EXPERTS

76 Ghost Recon: Jungle Storm
Tom Clancy's got THREE games in this issue. Here's the hardcore alternative to *Rainbow Six 3* and *Splinter Cell 2*.

66 This Is Football 2004
Two-footers, dives, online play – Sony's latest's certainly got the right kit. But can it go the full ninety minutes? Well...

78 Rise To Honour
Earth's coolest martial artist gets the magic ping-pong ball treatment – but will it make you punch the air or kick the telly?

You want more?!
OK, what about reviews of Spawn (64), Fightbox (65), Rollercoaster World (67), Tak And The Power Of Juju (70), Dot Hack (72) and more...

HUGE REVIEW ► Page 56

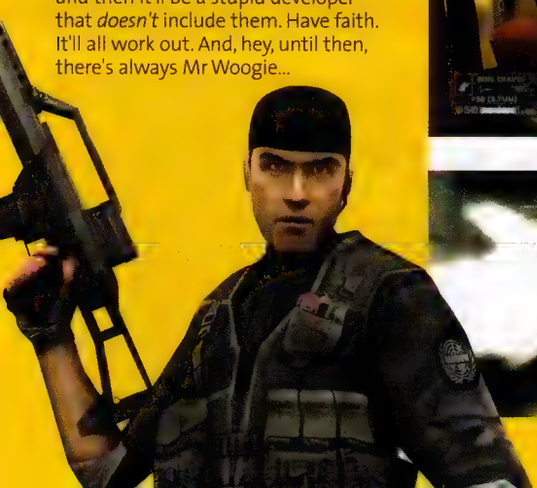
WELCOME...

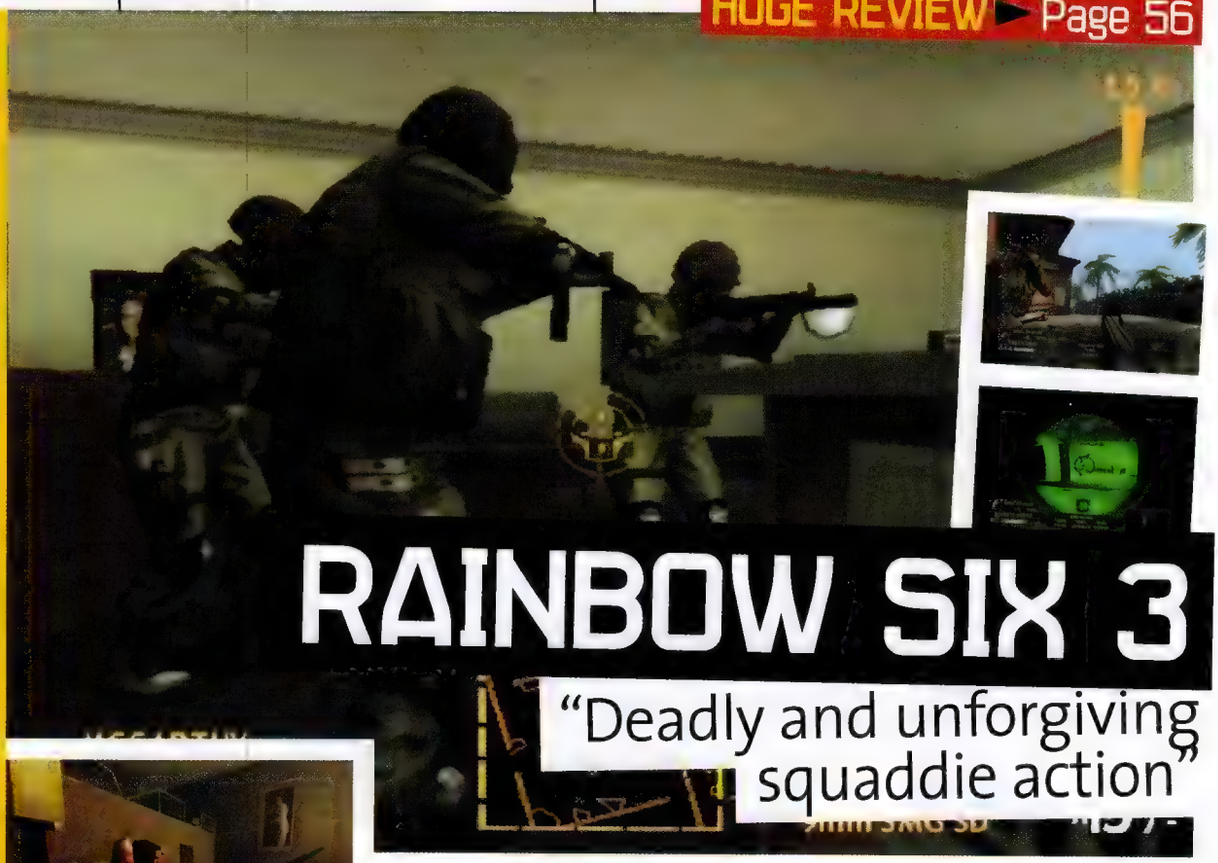
DAN G

Imaginary friends – we've all had them. For Dan D, it was a blanket nicknamed Mr Woogie. For Jorin, it was a dog called – honestly – Woof Woof. The trend continues today – in *Rainbow Six 3*, it's door-kicking Frenchie Louis Louiselle. *Dot Hack* goes even further, imitating the entire online experience with not only message boards, but in-game characters who bimble about talking shit.

Is this because UK gamers are all friendless loners? Of course not. It's just that, at the moment, online options in games are still painfully limited. Blame the general rudeness of Americans for the fact that *FIFA 2004* doesn't support headset chat mid-game. Why can't we all get together and be friends online?

But the fact is, online play *is* getting better. *Rainbow Six 3* might be fun alone, but online it's *glorious*. *THUG* points the way with a hyper-competitive eight-player option, and *SOCOM 2* – once you get the hang of it – is even better. *Star Wars: Battlefront*'s set to cause an explosion in online subscriptions – and then it'll be a stupid developer that *doesn't* include them. Have faith. It'll all work out. And, hey, until then, there's always Mr Woogie...





RAINBOW SIX 3

"Deadly and unforgiving squaddie action"

PLAYING PS2 LONGER, HARDER,

DANIEL GRIFFITHS
EDITOR: Dan went to Amsterdam to see '*Nam* this month. Despite pigging out on 'special' cakes, he's as down to earth and Northern as ever. Just slightly fatter.
SPECIALIST IN: Driving
FAVE GAME THIS MONTH: *Rainbow Six 3*

DANIEL DAWKINS
DEPUTY EDITOR: You can't tell, but Dan's getting beardier every month. What these pictures don't show is that his face in fact populated by very thin worms. Horrible.
SPECIALIST IN: Extreme sports
FAVE GAME THIS MONTH: *Alias*

JORIN SIEVERS
PRODUCTION EDITOR: Jorin offered to entertain us post deadline with his 'bongos'. Unfortunately he produced a pair of small drums rather than a stash of grumble mags.
SPECIALIST IN: Strategy action
FAVE GAME THIS MONTH: *Goblin Commander*

REVIEWED THIS MONTH!

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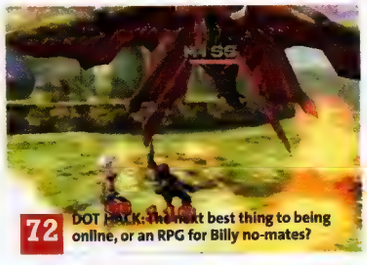
74 LMA MANAGER 2004 – only with football. It's got forms aplenty but it's the bomb.

GET TAK! ▶ Page 70

TAK AND THE POWER OF JUJU

Just look at his little face! Don't you want to smash it in?

60 ALIAS: Sexy lady, in stealth action espionage game. Original? No. Pretty good? Certainly.



72 DOT HACK: The next best thing to being online, or an RPG for Billy no-mates?

PSM2 SCORING

PSM2 is 100% editorially independent and we mark hard, but fair. We know you want buying advice you can trust and that's why when you see a game with a good score from PSM2 on the box, you can guarantee it's going to be worth the price. Marked precisely out of a 100 rather than "three stars out of five", here's what those scores mean:

0-29	Shoddy nonsense that deserves a hoofing. If you see a game with a score below 30, move away from the shelf and look elsewhere.
30-49	Some fun to be had and it might even look nice graphics-wise, but the gameplay and design are sure to be seriously flawed.
50-69	An average score for an average game – no major faults. This is fine for die-hard fans of the genre or if you're after a decent budget release.
70-84	Now we're talking. A massively entertaining game that only just misses out on being really special. This will offer top value for money.
85-89	Get your wallet out! Playing as good as it looks, a game in this tight scoring band will be a near-classic and comes highly recommended.
90+	Unmissable. Essential. Superb. Classic. A game that scores over 90 deserves all the plaudits it gets and is guaranteed to push your PS2 to the next level. If you're a real gamer, you will need this game.

AWARDS

If you see one of these fellas, you know you're luck is most definitely 'in'...

PSM2 BRONZE AWARD
Awarded to games that score over 70. A thoroughly enjoyable, solid game and no mistake.

PSM2 SILVER AWARD
Awarded to games that score over 80. A top quality, cracking game is guaranteed.

PSM2 GOLD AWARD
Awarded to games that score over 90. Reserved for true classics – don't expect to see many of these.

PSM2 GAME OF THE MONTH
The best game in the issue. If you're getting only one game this month, get this!

FASTER THIS ISSUE:

NATHAN IRVINE
STAFF WRITER: This is the spawny git who won a job at PSM2. New bloke Nathan's living the dream. Being all that he can be. Playing games all... look we said *three* sugars! Christ!
SPECIALIST IN: Sports, action
FAVE GAME THIS MONTH:
This Is Football 2004

ADRIAN LAWTON
WRITER: Adrian has joined the ranks of the pro-writer and now writes for us only when he's not wooing women or fast asleep on a great big pile of sweets and gold.
SPECIALIST IN: RPGs and adventures
FAVE GAME THIS MONTH:
Dot Hack

JOEL SNAPE
WRITER: Toss him a bad game, stand back and watch him blow up like a bad-tempered balloon. Ever seen Big Trouble In Little China? Like that. But with terrible, foul-smelling wind.
SPECIALIST IN: Beat-em-ups
FAVE GAME THIS MONTH:
Rise To Honor

PSM2 REVIEW PROMISE

PSM2's review scores are the only ones you can trust. Here's why:

- PSM2 is 100% editorially independent. That means waffle-free, no-bullshit reviews that say what a game really plays like, good or bad.
- PSM2's reviews are written by PS2 experts – years of gaming experience working for the world's best gamer magazines means we know what we're talking about.
- PSM2 goes into the detail that real gamers want. Want to know how GotFe mode affects a game or what the network lag is like? Read PSM2. Want to know what a game would be if it was a biscuit? Read another mag.
- We know that games cost over £30 – that's why PSM2 offers genuine buying advice. Look at our verdict box where we take apart games in terms of graphics, sound, gameplay and lifespan – our experts test the lot for you.
- We feature more screenshots than any other magazine and with PSM2 you see what a game really looks like, not shots of the CG intro or box artwork.
- PSM2's reviews are illustrated with more characters, and level bosses, later levels and different modes – that's because we play harder and finish more games than any other magazine. Our screenshots are taken as we play.
- Games are fun – but it's no fun if you buy a stinker. That's why we mark hard but fair at PSM2. It means you can trust our marking. If you see a high score in PSM2, you're guaranteed a great game!
- PSM2 is written by gamers for gamers – and that means while we're first with the big budget blockbusters, we're also behind the smaller, but equally great, titles that real gamers love.

INFOSTRIP

DETAILS

Developer: Red Storm
Publisher: Ubisoft
Players: 1-6
Memory Save: 490kb
Widescreen: No
50-60Hz: No
Surround Sound: Yes

PREVIOUSLY IN PSM2...

"WE COULDN'T FIND A FAULT WORTH MENTIONING"

PSM2#45

GAMEFAX

Sequel
War
FPS
Official License

TRIVBURST

- 7 countries, 15 missions
- PS2 exclusive map set in Trieste.
- Supports split screen, LAN and online play.
- 10 online maps.
- 30 different weapons.

"THERE'S NOTHING NEW AGE ABOUT THESE GUYS"

TOM CLANCY'S RAINBOW SIX 3

WATCH IT ON THE DVD VIDEO

Rainbow Six 3? Shouldn't it be Rainbow Seven 1a? Anyway, enough gibberish – there are terrorists that need ventilating...

TOP 5 CRAP AUTHORS

- Tom Clancy
- Jeffrey Archer
- Dean R Koontz
- Douglas Coupland
- Jessica (from Murder She Wrote)

GAMEPIE

65% Walking in a green world
10% Sending men in to die
9% Being shot round corners
8% Waiting for 'quick save'
8% Yelling into the headset

PUBTALK

The smart arse thing to say down the boozer.

"Tango, nine o'clock! And a fruit-based drink for the lady, please."

PSM2 BRONZE AWARD

You are Ding Chavez. Yes you are. Ding was bullied heavily at school and now plays with guns: he's legally allowed to shoot people and none will ever shout "Ding ding, all aboard!" again. Not after they've seen the blood-mapped whites of his eyes and the grenade pins clinking like the death march arranged for spoons. Creeping through the dark, armed to the teeth and furious to the heart – this is you.

Of course you're not alone, but your team mates – usually three of them, but sometimes only one – are rarely the reason. They're pretty bright, so although they're entirely susceptible to friendly fire, it's a rare day when you put a bullet in them by mistake. That said, we executed the entire group at least once on suspicion of shooting us, though it turned out not to be the case (more about this later). Mercifully, team control is simple. In open spaces you're limited to 'go there' or 'stay here', so the more complicated work occurs in front of the game's many doors. Quick taps of the action button control basics, such as the aforementioned 'go there' – with 'there' being your crosshairs – or 'breach and clear' when facing a door. Holding the same button down brings up more specific choices and while it doesn't pause the game you won't be using it during action anyway. So ordering them to, say, blow the (bloody) doors off and frag the room, or toss in a flash-bang is actually very simple. Sadly there are no light pipes or spying gadgets as in Clancy stablemate *Splinter Cell*, so you're left to guess just what treatment a room might need.

This is further complicated by the frequent presence of hostages, who rather ►

"ARMED TO THE TEETH AND FURIOUS TO THE HEART"

THAT'S BRIGHT: Mmm, huge muzzle flash. Sure looks great , but it's not very stealthy, is it?

EXTRAS! EXTRAS! EXTRAS!

Multiplayer Malarkey

■ If you're lucky enough to be blessed with a LAN setup then *RS3*'s multiplayer deathmatch options are possibly the best aspect of the game. Will you run around like a madman with a grenade in your teeth or hole up on a balcony and snipe like a coward? And the split screen two-player mode isn't too bad either.

A VIEW TO A KILL

RS3's visuals are variable, with thick, Guinness-y shadows impressing while character models disappoint – zoom in and they're scary; blank-featured marshmallow dummies. Shudder. And the night scope makes it even uglier...

SIM SHADY: In normal vision, night areas look sexy but they're fatally dangerous. So switch on the night vision.

CO-VERT OPS: A view! But now it looks blocky and aged.

SHORT-THERM FIX: Thermal view is limited and fuzzy. Oh.

► sentimentally are supposed to survive this terrible ordeal. Yeah right. Fortunately your squad mates are restrained at least and never shot a hostage in our experience. Amusingly, occasional terrorists also lay down their arms and surrender, and these can also be taken into custody (or not...). The game's sneaky, though – objectives are frequently ambushed so always investigate and clear the surrounding area – even behind closed doors, as enemies have no aversion to door handles or even ladders – and expect attacks, particularly from above. At these times it's annoying your whole team deals with the hostage bomb or whatever, and you wish for the ability to send in just one while the others defend. *Conflict Desert Storm 2* does it better, but then again it's a damn sight slower, too.

So, aside from some foolish moon-walking against occasional objects and the odd square-dance as they all jostle into breach positions, friendly AI is good. If they've got a bad line of fire they'll dumbly take damage, but send them through the bottleneck and they fight very well. Useful if Ding has taken a few... dings and you want to stay back (you can lose the others, but not him). On perhaps two occasions we were all grenaded by one of our own, but seeing as the culprit never shouted "Allah Akbar!" or "I love you and I'm sorry!" we have to assume it was a simple glitch. Just don't do it again, fellas. Right?

Your buddies are also immediate and accurate shots, which is, ultimately, bad as an imitation of a human being. Try fighting enemy AI and you find out why. Patrolling guards see you instantaneously, even if you've quietly leant around a corner 200 yards away in pitch black and they're walking at 90 degrees to you. And then they run away, reaching top speed within 0.000001 of a second and disappearing to hole up somewhere.

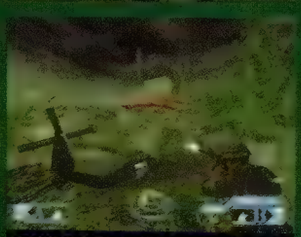
WHERE IN THE CLANCYVERSE?

"Tom Clancy gets everywhere – except the 'literary classics' section of the library. It's rather confusing, really. So, here's the Clancy line-up for comparison:

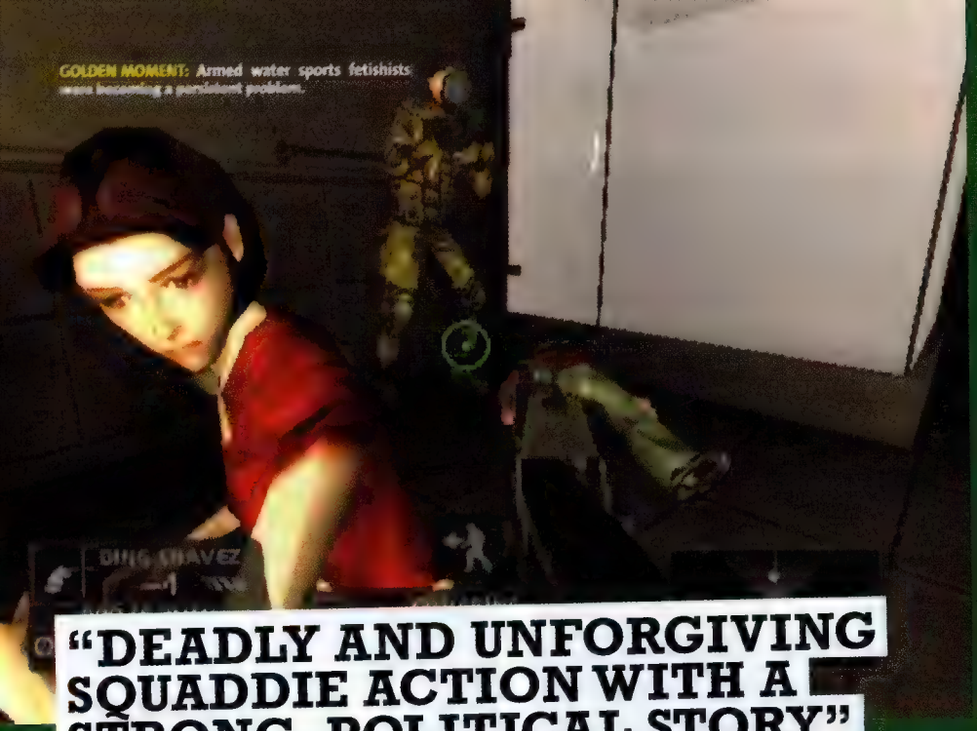
SPLINTER CELL: Linear, but frequently great solo stealthing. Sequel soon.

GHOST RECON: Slow and harsh, but very atmospheric squadding. Hardcore only.

THE SUM OF ALL FEARS: A lazy film tie-in that was short and rather bad. Avoid.



GHOST RECON: JUNGLE STORM: More of the same, but optioned-up and online.



GOLDEN MOMENT: Armed water sports fetishists were becoming a persistent problem.

"DEADLY AND UNFORGIVING SQUADDIE ACTION WITH A STRONG, POLITICAL STORY"

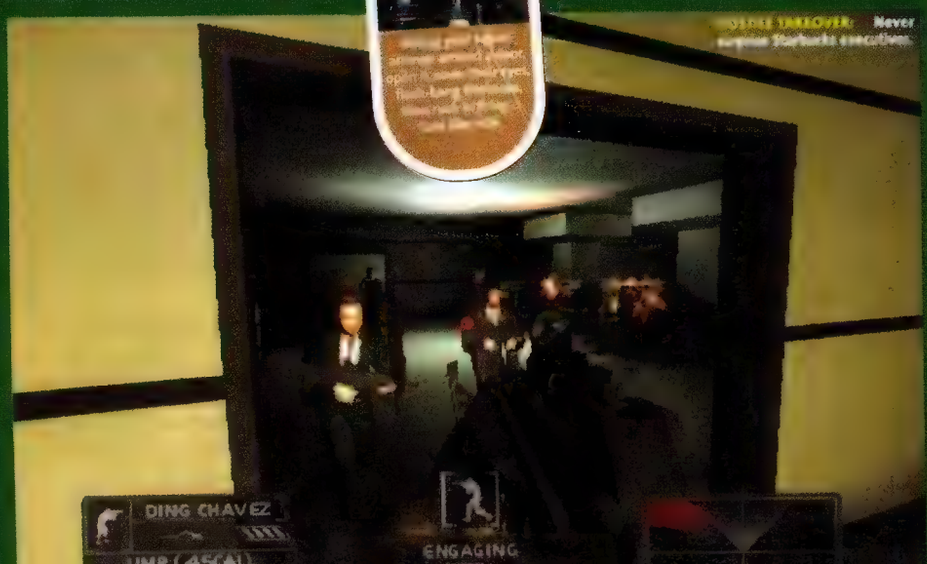
SQUATTER'S RIGHTS: Hostages are treated pretty roughly – but it's for their own good.

Subsequently, trying to find them is difficult, as enough of you gets exposed around a corner to be shot before you can even see round it. Indeed, we were hit repeatedly through a wooden porch roof by a sniper hidden entirely from view by the same roof. True, there was a better street exit to use in this case, but you only know it's better once you've tried both, which obviously involves dying at least once. As with all the game's stock of alternate doors and floors, finding which is best is trial and error, which isn't very rewarding.

Far too many of the enemies simply wait behind doors with rifles trained at them, too, and it all becomes rather mechanical – stealth isn't really an option, and supernatural vision and responses mean even the element of surprise is often missing. So you burst in, kill everyone but the hostages and move on. The only thing in your favour is the lack of reaction to their mates' brains suddenly flying out through their faces; if they're looking completely the other way it's possible to pick them off one by one. This is rare, though. Remember how we executed our own squad for shooting us in the back? It was actually a bad guy standing unnoticed above us in a little gap between two crates. It took us five reloads to track him down, because he wouldn't shoot a lot of the time and we had no idea where it was coming from. So when we found him we got a large sponge, cut out the letters T, W, A and another T, forced them into his mouth and poured water on them until he choked. Then we murdered our team mates, mimed an episode of Hollyoaks with tears in our eyes and stood on a grenade. It's the only language they understand...

Despite all this, there's satisfaction to be had. Rooms with two doors let you lead devastating twin assaults, and many levels end with large, hectic set pieces. There are tasty details, such as pianos that play as you shoot them and the diffused light on the horizon. Single-player voice recognition headset control and network chatter also add to the terrorist-terminating party, though it's just not up to *SOCOM 2*. But is it fun? Well... the cutscenes are incredibly macho and the gun-love loading screens are amusing, but to play it's somehow rather po-faced, no-nonsense and somewhat antiseptic. So don't ask Ding if Maurice Chavez, the buffoonish *Vice City* DJ, is any relation. Nobody laughs at Ding anymore. **Steve Williams**

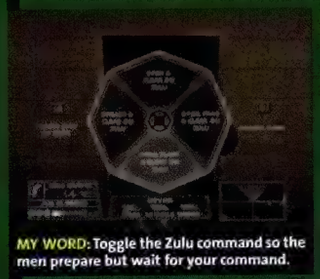
■ *Tom Clancy's Rainbow Six 3 will be in your local*



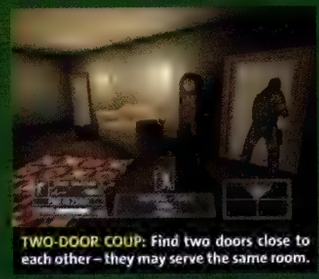
SOLDIER TAKEOVER: Never [illegible]

ON YOUR MARKS...

Get the orders menu up and use the 'Zulu' option. Now your team mates won't execute the order until you give the signal. If you're playing with the headset this means bellowing "Zulu!" very loudly. There's potential for more tactical kills here...



MY WORD: Toggle the Zulu command so the men prepare but wait for your command.



TWO-DOOR COUP: Find two doors close to each other – they may serve the same room.

TWO LATE: Open your door, immediately hit Zulu and start firing. They'll be distracted.

NO ENTRY: No door? Bounce a grenade round corners to flush 'em out on your guns.

PSM² VERDICT

GAMEPLAY	GRAPHICS	SOUND
+ Reliable squad mates and weapons feel nasty. – Uncanny enemy vision and reactions.	+ Shadows whisper urban decay. Plush sunlit areas. – Poor character models and ugly vision modes.	+ Thundering choppers and crackly radio chatter. – Low quality NPC voices, limited squad samples.

LIFESPAN

A big challenge with large single player and expansive online modes. But it's essentially repetitive, with strung out high points.

MINUTES — YEARS

IT'S BETTER THAN...

SOLDIER OF FORTUNE

IT'S WORSE THAN...

SOCOM 2 US NAVY SEALS

Deadly and unforgiving squaddie action with a strong, political story. It suffers from mostly unchanging and unfair AI and questionable looks.

7

INFOSTRIP

DETAILS
Developer: Acclaim
Publisher: Acclaim
Players: 1
Memory Save: 560kb
Widescreen: No
50-60Hz: No
Surround Sound: Yes

PREVIOUSLY IN PSM2...
"WE WEREN'T EXPECTING SOMETHING THAT MIMICS THE FORMAT OF THE SHOW SO CLOSELY"
PSM2#43

GAMEFAX
Action/Adventure
TV tie-in
Official licence
Saucy

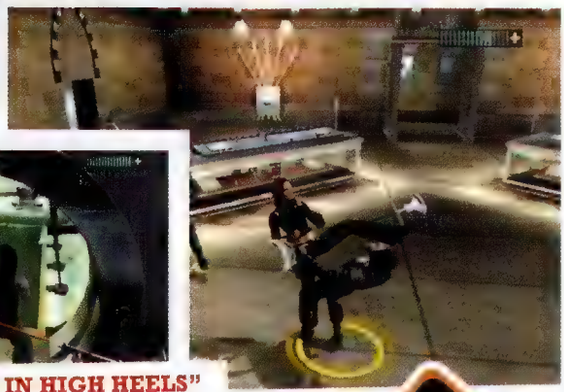
TRIVBURST
- Characters voiced by TV actors (Jennifer Garner, etc) and a plot written by series script-writers.
- Sydney can use many objects lying around as makeshift weapons.

DINO CRISIS: The lovely Syd takes a break from international espionage to study her favourite dinosaur, the Stegosaurus.

THE GIRL'S A CLOTHES HORSE

A skin-tight leather outfit is Syd's usual work-wear, but she must dress in a particular way to maintain her cover. She wears a slinky waitress uniform in the casino and a respectable tweed suit while infiltrating the museum under the guise of a rich benefactor. When changing outfits the screen fades to black to protect Syd's modesty. What did you expect? A peepshow?

WHEEL OF FORTUNE: Poor Syd must dress like a waitress and get bossed around by nasty customers in the opening level.



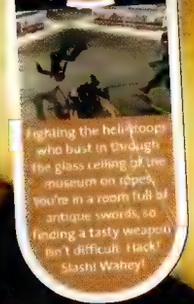
"ASSUMED IDENTITIES AND ESPIONAGE IN HIGH HEELS"

ALIAS

PSM2 BRONZE AWARD

Undercover and under fire, this flame-haired special agent can look after herself, thank you very much...

THE MONEY SHOT



Fighting the helicopters who bust in through the glass ceiling of the museum on ropes. You're in a room full of antique swords, so finding a tasty weapon isn't difficult. Hack! Slash! Wahey!

On paper *Alias* can't lose. Let's go through the selling points, shall we? Licence of popular TV series featuring sexy girl. Check. Stealthy gameplay mixed with combat. Check. Sexy girl wearing revealing outfits. Check. Cool spy gadgets. Check. Yep – it can't fail. The crucial ingredients are all present and the graphics and gameplay have been patiently polished to an impressive lustre. *Alias* is an undeniably tense, engrossing experience that you won't regret spending time with. Unfortunately, it suffers from an increasingly common illness in this type of game: excessive hand-holding. You see, *Alias* doesn't think you're very smart. It thinks you've been dropped on your head as a baby. It gives you directions out of a cardboard box despite giving you a flamethrower and machete earlier...

I'LL BE WATCHING YOU: Oh, the feeling of power. This guy's fate is in your hands. Drop down silently and take him out.

Just when the old grey matter starts firing and you're beginning to think like CIA agent Sydney Bristow, even to believe you *are* her, something or someone pops up "helpfully" to

TOP 5 REDHEADS

- Akuma (*Street Fighter 2*)
- Richie Cunningham
- Sarah Ferguson
- Boris Becker
- Mick Hucknall

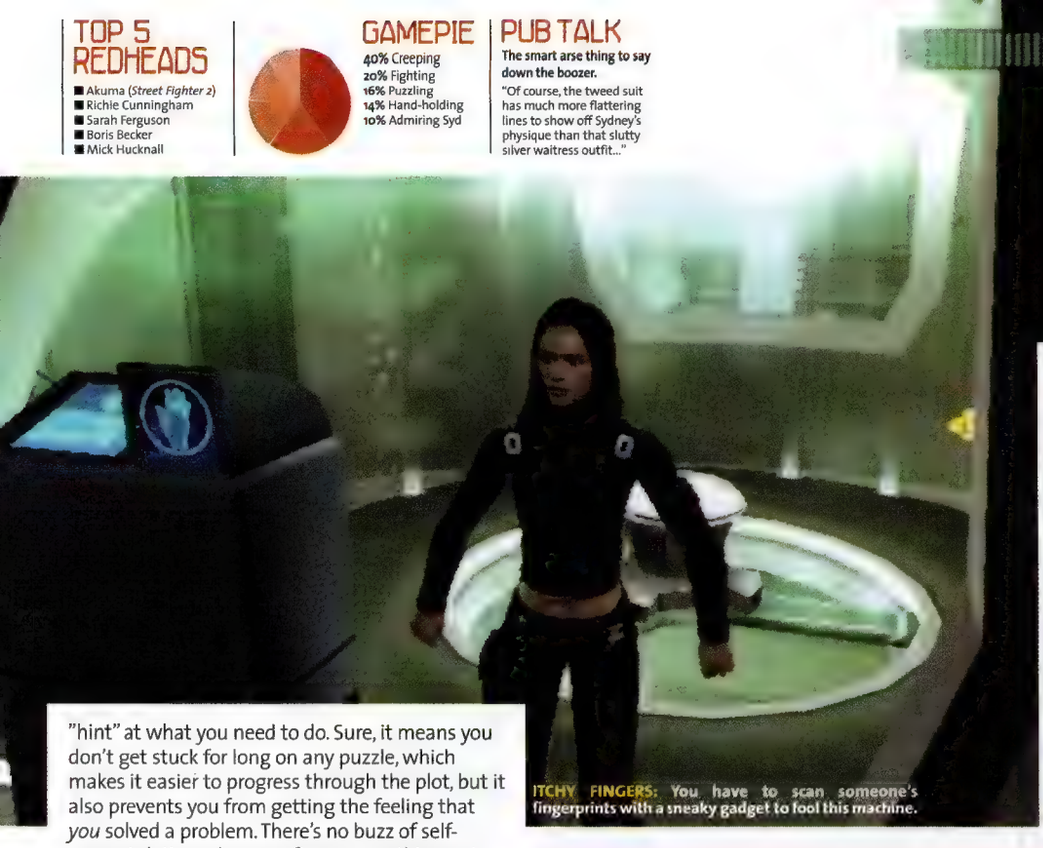
GAMEPIE

40% Creeping
20% Fighting
16% Puzzling
14% Hand-holding
10% Admiring Syd

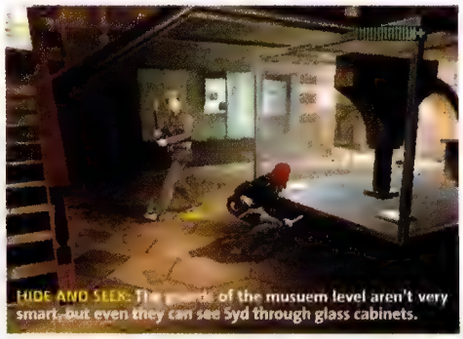
PUB TALK

The smart arse thing to say down the boozer.

"Of course, the tweed suit has much more flattering lines to show off Sydney's physique than that slutty silver waitress outfit..."



ITCHY FINGERS: You have to scan someone's fingerprints with a sneaky gadget to fool this machine.



HIDE AND SEEK: The guards of the musuem level aren't very smart, but even they can see Syd through glass cabinets.

BAR FLY: This bottle of vodka is a handy makeshift weapon. Plus you can stab enemies with the broken leftovers.

"hint" at what you need to do. Sure, it means you don't get stuck for long on any puzzle, which makes it easier to progress through the plot, but it also prevents you from getting the feeling that *you* solved a problem. There's no buzz of self-congratulation when you figure something out, because the game keeps spoon-feeding you subtle-as-a-sledgehammer hints like you're a helpless toddler. It's a bit of an insult to the intelligence really. Similarly, you're always prompted to "Press ◎ to jump up" when you're standing under the correct location to do so – otherwise Sydney can't jump up, which just seems dumb and illogical to us.

But, having got those gripes out of the way, we've to say we're still very impressed with *Alias*. The plot? Er... something about a mind control laser called The Machine, which is a good excuse for Syd to go undercover using one off her various aliases to dig up evidence in exotic places like Saudi Arabia and Monte Carlo. The locations might not be massive, but they're beautifully designed with tons of exquisite details.

FIGHT THE POWER

She may be a nubile young thing, but don't be fooled by Syd's delicate and pleasing exterior. Beneath her sex-pot good looks beats the heart of a ruthless, disciplined killer. She's just as deadly with her bare hands as she is with a lump of old wood or an antique oriental blade.

HA-YA!: Syd's high heels dish out the punishment.

DOH!: Rolling pins are handy in this kitchen showdown.

SWOOSH!: The museum's weapon room is a goldmine.

"TOO MUCH HAND-HOLDING, BUT STILL ESSENTIAL FOR FANS OF THE SERIES"

Alias has all the stealth gameplay elements you'd expect these days, including hiding in the shadows until you can eliminate your target silently from behind and throwing small objects to distract patrolling guards. The run-about-and-be-stealthy action is occasionally broken up with simple puzzles, like "hacking" into computer systems and picking locks. Picking locks involves wiggling the controllers until the pins line up. Hacking computers involves deducing three letter code sequences (what kind of dumbass keeps top secret info on a computer with a three letter password, anyway?). These mini-games add welcome variety at first, but you'll soon tire of them.

Ah – now to one of the main selling points of *Alias*: the luscious Sydney herself. The way she plays with her hair or hugs herself and shivers when investigating a walk-in freezer in a tiny skirt makes our hearts skip a beat. The resemblance to Jennifer Garner (who plays Syd on the TV) is quite convincing and satisfyingly sexy. But it's her range of stylish fighting moves that really impresses. The developers could have easily just bunged in a couple of basic kicks and punches, but instead have endowed Syd with a great variety of offensive moves. The best of these is the swing-'em-around-by-the-arm-and-clothesline-'em special attack. The old backflip-off-the-wall is a favourite too. Oh, and you can't forget the flying-knee-to-the-back move to finish them off when they're lying on the ground. It's just a shame the camera angle makes it difficult.

The bare-handed fighting's great, but the weapons are brilliant. There are many instruments, both blunt and sharp, that Syd wields with such skill you'd think she was a born ninja. Vodka bottles, nightsticks, machine guns, double-bladed oriental staves and even broomsticks are all swung and bashed upon the enemy until they break – and then Syd will keep beating them with the broken remains. What a woman...

One nice addition to *Alias* is the appearance of a split screen display when enemies are near. This very cinematic feature shows you their location, similar to how it works in *MGS2*. This either gives you a warning of their approach if you're doing something requiring concentration – like picking a lock – or shows you where the guard is looking so that you can drop down behind them to dispatch them silently. We like it a lot.

Fans of the series will also appreciate the digital renditions of Sydney's backup team, especially the geeky Q-style gadget man, Marshall Flinkman who rambles on in nervous embarrassment all the time (it's painfully obvious he's in love with Syd).

And yet despite all this 'tying in' you need never have seen the TV show to quickly become engrossed in the sneaking and gadgetry gameplay. The developers have put together a slick package with just the right amount of tension, mixed with action and humour. In fact it's so good we're willing to overlook the excessive hand-holding when it comes to the puzzles. We're generous like that. **Jorin Sievers**

■ *Alias slinks into stores on the 9th of April.*

EXTRAS! EXTRAS! EXTRAS!

Tools of the trade

■ Alias' gadget man, Marshall Flinkman, has many high-tech widgets for Syd's benefit. From the Razor Prism, which lets you tap in the image from security cameras, to the EMP gun, which disables electrical equipment.

PSM VERDICT

GAMEPLAY	GRAPHICS	SOUND
+ Tense stealthing and plenty of varied combat. – Won't let you figure out some puzzles yourself.	+ Syd is sexily animated. Lush environments. – Camera can get stuck behind scenery in fights.	+ Real actors' voices. Subtle orchestral soundtrack. – Combat noises and gunfire are a little weak.

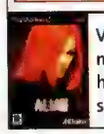
LIFESPAN

There's a week worth of gaming in the *Alias* plot. It's *just* worth replaying for the combat and to complete with maximum stealth.

MINUTES — YEARS

IT'S BETTER THAN...
ROGUE OPS

IT'S WORSE THAN...
SPLINTER CELL



Varied fighting and a well-scripted plot make this engrossing. Too much hand-holding, but still essential for fans of the series and a great game for the rest of us.

79

INFOSTRIP

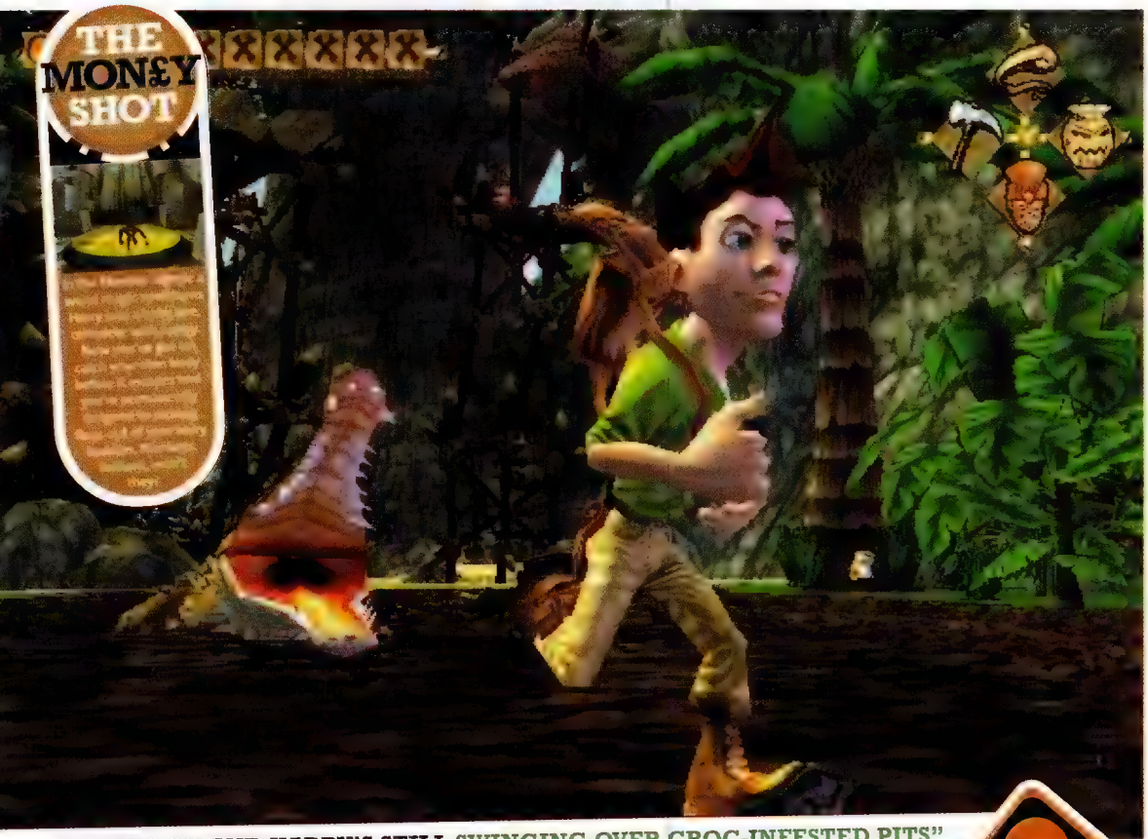
DETAILS
Developer: Edge Of Reality
Publisher: Activision
Players: 1
Memory Save: 171kb
Widescreen: No
50-60Hz: No
Surround Sound: Yes

TOP 5 RELICS
- Asteroids
- Defender
- Robotron
- Pac Man
- Space Invaders

GAMEDIGIT
3
The original 1982 Pitfall game was the third best selling cartridge-based videogame of all time. You don't know know what a cartridge is? Ah, well... forget it...

GAMEFAX
Platformer | Adventure | Sequel | Old Skool

TRIVBURST
- 40 levels of vine-swingin' and pit-jumping.
- Several new abilities to unlock as you progress.
- The chance to play as a Monkey. What more do you need?



"22 YEARS ON AND HARRY'S STILL SWINGING OVER CROC-INFESTED PITS"

PITFALL
THE LOST EXPEDITION

PSM2 BRONZE AWARD

Activision's Indy Jones wannabee swings into the face of apathy and leaves us feeling... well... maybe.

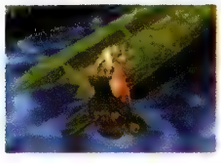
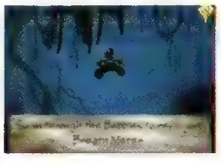
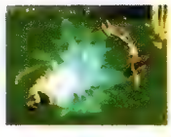
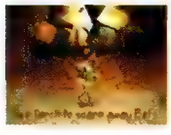
P*itfall* eh? It's as old as the hills themselves, this 'un. You wouldn't be reading this if you weren't into games, so the chances are you've already come across it at one time or another. This Indy-Jones-alike's been jumping and swinging his way through deepest, darkest wherever since our Dan G was a wee Geordie nipper and that's... oooh... ages ago. The trusty old formula's never really changed – hopping around, collecting stuff, and beating up natives or the local animal life – all in the name of archaeology. So we're not entirely surprised by the way this sparkly new PS2 version plays, albeit in 3D.

It's the 1930s and hero Harry and a bunch of grave-robbing boffins crash their plane into the jungle, somewhere in South America. The wreckage is strewn all over and half the expedition members are lost around various locations, so the game kicks off with our man trying to track them all down. It's a journey that's pleasing enough to the eye – plenty of attention has been lavished on the graphics and there's some swanky physics going on in the game engine that allows for impressively swaying vines, leaves spiralling gently down from trees and other such visual cleverness.

It's a pretty familiar structure though – groups of levels split into four geographical areas. Predictably, many areas are blocked until you find particular items. Once you get the torch, for example, you can burn through webs and light dark areas, while the shield lets you bash through barriers and the slingshot gives you the ability to target distant objects and stun enemies.

Starting off with just a basic attack and a leg-sweeping manoeuvre, Harry can also power himself up as he goes, increasing his repertoire and allowing him to duff up enemies more effectively. Of course, there's almost endless rope swinging and platform-hopping too. It's generally pretty painless stuff; without too many instances of falling to your doom, though the erratic camera is prone to tucking itself away behind the scenery and obscuring your view.

Apart from that minor irritation, there's not actually much wrong with *Pitfall* at all; but there's simply nothing here that hasn't been done before in countless other games. What it does, it does well, but it all feels so familiar, we can take it or leave it. If real archaeology was as action-packed as Harry's adventure we'd go for a change of career, but unfortunately, it isn't. So we'll stick to playing games – it's what we're good at. Simple fact is though; this probably won't be one of them, even though it is only 30 quid. **Adrian Lawton**
Pitfall will be swinging by your games shop shortly.

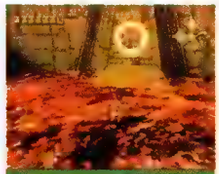





RUMBLE IN THE JUNGLE

Harry can improve his skills throughout the game by finding pages of a 'heroic handbook' that have been scattered around, or locating a Shaman on each level. These Shamen will charge in idols (collectibles that can be found by searching for hidden areas) and, providing you've found enough, there's some good stuff on offer.

PIT THE ELDER: Once you've found the Rising Strike move, you can jump higher and break stuff with it too.

PIT THE YOUNGER: Yes, the Breakdancing is unusual, but bloody effective.


PITKA [illegible]: The Heroic Dash gives you the ability to run across hot coals.

PITIFUL: Whack the legs of the platform to take care of this easy Boss battle.

PSM2 VERDICT

GAMEPLAY	GRAPHICS	SOUND
+ Enjoyable platforming in typical *Pitfall* style. – Brings nothing new to the genre.	+ Detailed environments and character models. – Some noticeable pop-up in places.	+ Excellent ambient jungle noises add atmosphere. – Tends to get a bit repetitive after a while.

LIFESPAN
Twenty hours long, some mini-games, plus a full version of the original *Pitfall*, but they're not enough to keep you coming back.
MINUTES ... YEARS

IT'S BETTER THAN...
DRAGON'S LAIR 3D

IT'S WORSE THAN...
JAK 2: RENEGADE

As a straightforward platformer it's enjoyable, but it doesn't do anything new enough to demand your attention from the mountain of quality PS2 titles.

71

BIG AIR
BIG BATTLES
BIG WIPEOUTS

Race across 9 legendary mountains on 27 hardcore courses.

Punch, Kick and Bike-slam - **dominate** your rivals!

Whatever it takes, **finish first!**

90% GAMENOW **9/10** PSM

Downhill Domination features 40 in-game tracks including music by: Run DMC, Slipknot and The Herbaliser

PlayStation 2

GIANT

www.codemasters.co.uk/downhill

Codemasters®

GENIUS AT PLAY™

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INFOSTRIP

DETAILS
Developer: Namco
Publisher: EA
Players: 1
Memory Save: 46kb
Widescreen: Yes
50-60Hz: No
Surround Sound: No

GAMEPIE
40% Ramming hit button
30% Ramming fire button
14% Wondering what to do
5% Gliding on cape
11% Watching it load

PUBTALK
The smart arse thing to say down the boozer.
"Yeah, I used to have loads of original Marvel comics but I sold them all and bought a Ferrari."

GAMEFAX
Superhero
Violent
Film tie-in
Beat 'em up

TRIVBURST
- 25 missions, based on the first 99 comic books.
- Set in a very gothic New York, but it's no certainly no Gotham.
- All the comic-book abilities are in the game.

THE MONEY SHOT
We liked smashing every single thing, even the pot plants in some expensive looking offices. If it moves (or doesn't move) then whack it!
WATCH IT ON THE DVD VIDEO

FEELING A LITTLE CROSS

Officially known as Meat Puppets, these freaks are by far our favourite monster. They float as if crucified on invisible crosses and wouldn't look out of place in *Silent Hill* – they're way weirder than anything else. Watch their legs numbly jiggle!

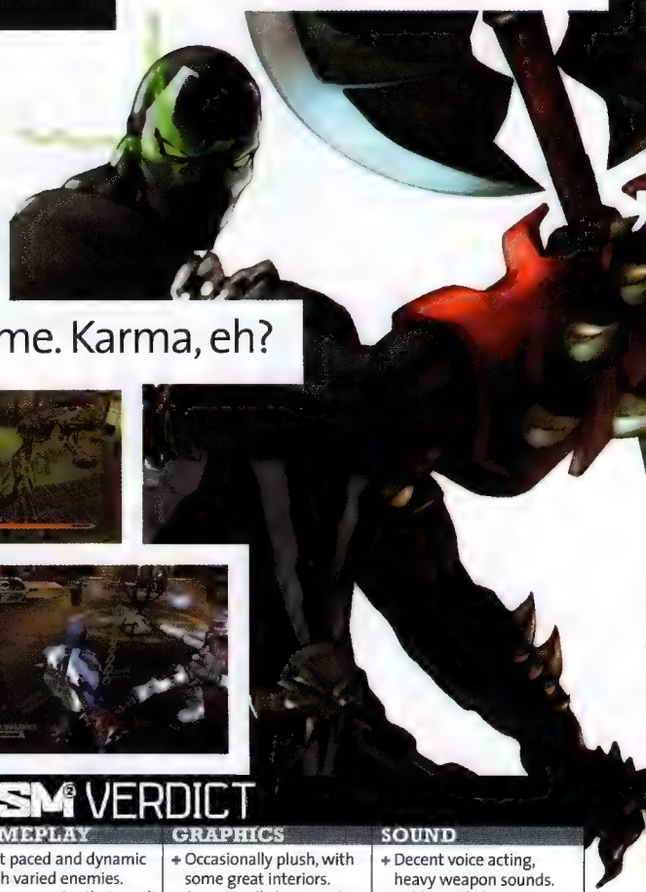
CLOSE FIND: Note the broken bits of cross still strapped to its arms... Spawn's choosing to ignore it all here. Duh.

MEATING ROOM: It's even odder in a posh office...

SPIN PSYCHO: Sudden fast attacks are tricky to avoid.

"THE DARK-HEARTED ANTI-HERO OF THE UNDERWORLD"

SPAWN: ARMAGEDDON



Exciting comic turned awful film spawns average game. Karma, eh?

S*pawn* has an axe called Agony and a lamented ex called Wanda. Oddly enough, at least one of us has an ex-girlfriend named Agony and a giant axe called Wanda – coincidence? Possibly. Fiction? Certainly. At least, the bit about the axe is...

There's a chance you don't know who *Spawn* is. To be honest, we're not *huge* fans (the Frank Miller/Batman crossover stunk and we were always Spidey kids at heart) but the game's jolly nonetheless. When we say 'jolly we actually mean dark, hellish and gothic. In fact, some areas are steam-drenched slaughterhouses. Nice. But *Spawn* just can't deny its comic roots and the whole thing tends towards an enjoyable romp. Admirable cutscenes tell of cruelty and mental torture, but beyond them it's far more simple. Kill stuff. Break things. And this is both its strength and its downfall.

There are plenty of enemies, but they're all a bit dim. You can batter them with your axe, with chains that fly from your groin (Mr Freud? You can come in now...) or using Hell Powers. These sap your Necroplasm, which is topped up with fresh orbs from fallen enemies and, strangely, broken sofas. Really. Smashing anything and everything, even fire hydrants, cupboards and nightmarish insectoids from space and hell, frequently reveals these (and other) orbs. Exactly like *Devil May Cry*, in fact. On the middle difficulty you rarely die, such is the wealth of provisions – though it pays to save ammo for the bigger monsters. Bosses are regular, though they're easy to beat once you've figured their attack pattern. The challenge comes from fighting several other kinds of monster at the same time. Here the Hell Powers really come into play, as you can unleash (literally) hell or use a *Matrix*-y (but actually useful) time-slowing option.

But it lacks polish. *Spawn* won't climb some things even though he can reach and enemies won't appear if you approach a space from the wrong side, leaving the next area untriggered. Loading is frequently irritating and disjointed and half the game is blocky, brown and lame, while the rest is plush deluxe. Weird. Yet it shows you plenty of wild things and flatters button bashing with gallons of blood. Don't expect too much and beware Agony and you'll have fun. **Steven Williams**

■ Spawn emerges from his hole on 12 March.

PSM2 VERDICT

GAMEPLAY	GRAPHICS	SOUND
+ Fast paced and dynamic with varied enemies. – Dense enemies that aren't as cool as they look...	+ Occasionally plush, with some great interiors. – Occasionally boxy, with an unhelpful camera.	+ Decent voice acting, heavy weapon sounds. – Deliberately hammy. Not as moody as it could be.

LIFESPAN
The pace, variety and satisfying carnage keeps you going. But it's very simple, linear and ultimately repetitive with little replay value.
MINUTES — YEARS

IT'S BETTER THAN...
BATMAN VENGEANCE

IT'S WORSE THAN...
DEVIL MAY CRY

You'll dive straight in and enjoy the over-the-top action. However, the scrappy design means occasionally getting stuck or – worse – bored.

69

INFOSTRIP

DETAILS

Developer: Gamezlab
Publisher: BBC Multimedia
Players: 1-2
Memory Save: 122kb
Widescreen: No
50-60Hz: No
Surround Sound: No

GAMEFAX

Shit | Beat 'em up | TV tie-in | Official licence

HARD AS NAILS: This is Nail – the best of a pansy bunch.

MINO-SORE: Dave winds up his uber punch as the smiling idiot-cow man runs for him. Aaa...

"SOME GAMES SHOULD NEVER BE PLAYED"

FIGHTBOX

Let's get this right. It's called 'Fight'box and it's 'shite'? Oooh this is almost too easy...

EASY BIG GUY: Big George grabs Captain Anarchy by the head.

Could be the most faithful licence of a TV show ever? If you've seen the BBC's build-a-warrior-and-then-battle show you'll know what we're getting at. They call *Fightbox* a "radical entertainment experience". We call it complete and utter crap. *Fightbox* is the worst Z-grade dribble imaginable. And we haven't even started on the game yet. Jesus...

Fightbox is like a modern version of the gladiator battles in the coliseum, but with big, nasty robo warriors instead of gladiators. Sounds great, doesn't it? Well, not when the warriors are about as fearsome as dayglo kittens and have toss names like Captain Anarchy, Superbeast and [chokes on tea] *Cactusman*?... No, really.

There's a wealth of game types: from one-on-one through to four warriors simultaneously and run-the-gauntlet courses where buzz-saws try to remove your feet. (Your feet! How crap is that?) But every game mode is absolutely dire. You just stand toe-to-toe and belt the living drek out of each other with a very limited range of attacks. There's almost no skill to it whatsoever – just like the arse TV show then. Brilliant! You can construct your own warrior in three weight classes – slow, slower and slowest. But the most insulting thing about Shitebox is that they want 40 quid for it.

You must be joking! It's not even worth a fiver *even if you're the only living fan* of the turd-swamped TV series. **Jorin Sievers**

■ *Fightbox is already in shops. Funny that...*

PSM VERDICT

An unplayable game about a crap TV show based on a terrible Internet idea. How do these things exist? Someone should make a show about that...

11

INFOSTRIP

DETAILS

Developer: Konami
Publisher: Konami
Players: 1-2
Memory Save: 128k
Widescreen: Yes
50-60Hz: No
Surround Sound: No

GAMEFAX

Easy | TV Tie-in | Violent | Kids

"THE HEROES IN A HALFSHELL ARE BACK"

TEENAGE MUTANT NINJA TURTLES

Four famous painters get exposed to some radioactive ooze, and...

It's a little-known universal law that gaming skill is inversely proportional to age. Think about it – kids haven't got proper jobs, so they've got nothing to do but practice their combos with one hand while they swig Sunny D with the other. Unfortunately, the programmers of *Turtles* didn't realise this, because *Teenage Mutant Ninja Turtles* is – and we mean this – *the easiest game in the entire world.*

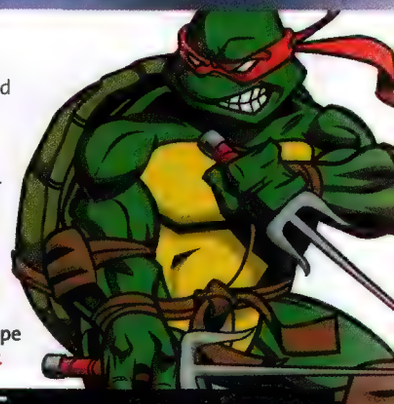
No exaggeration here – we've gone away while a level's loading, boiled the kettle, made a cup-o-soup, suddenly remembered that we didn't pause it, dashed back into the living room to find a group of robo-Mousers slo-o-o-wly creeping towards Donatello, not daring to touch him, then beaten them all up by hammering ⊗ with one hand. Didn't even have to put the mug down.

This wouldn't be such a terminal flaw if there was a bit of variety to the game, but it's also the most repetitive experience we've had since working in a gigantic factory packing Terry's Chocolate Oranges into crates. True.

For instance, all the enemies teleport onto the screen, often right in front of you. Also, for ceremonial ninja reasons, the Turtles can't progress until they've beaten every enemy on the radar – cunningly represented by a big 'No Walking' sign that appears if you try to make a run for it. Essentially, then, you're killing the same two bad guys – with the same combo – up to three hundred times per level. Apart from Shurikens there aren't any weapons to discover, there's pitifully little scenic interaction and the later 'special' moves never hit anything.

For kids, *TMNT*'s probably a (monumentally easy) rollercoaster thrill ride, simply because it's a nice-looking effort with Mikey shouting "Eat feet!" every two seconds. For everyone else, it's easier than taking candy from a particularly slippery baby. **Joel Snape**

■ *TMNT is taunting you right now.*



PSM VERDICT

Looks nice, plays okay, sounds passable – but it's less challenging and slightly more repetitive than filling in a tax return. For uncoordinated babies.

56

INFOSTRIP

DETAILS
Developer: Sony London
Publisher: SCEE
Players: 1-8
Memory Save: 379K
Widescreen: No
50-60Hz: No
Surround Sound: No

GAMEDIGIT 300
The amount of uniquely modelled heads that are used to create the players within the game.

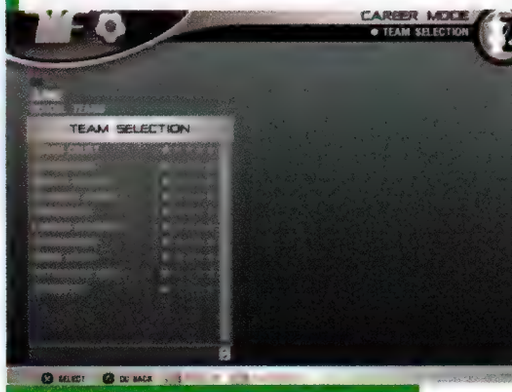
TOP 5 HAIRCUTS
- The Keegan Perm
- The Waddle Mullet
- The Beckham Mohican
- The Valderrama Crimp
- The Zidane Monk

GAMEFAX
Sports, Sequel, Multitap, Network

TRIVBURST
- A monumental (or just plain mental?) 900 teams of real players.
- Great online play – much better than *FIFA*'s.
- Management mode to rival management sims.

AWAY IN A MANAGER...

Big up to the *TIF* spreadsheet-heads! Aside from the on-pitch action, a crucial part of the Career mode is done within the manager's office. *TIF 2004* is out on its own and onto a winner with its in-depth managerial section. Sit down, settle in and prepare yourself to take the challenge of the ultimate armchair footy coach.



CAREER WE GO: All great managers have to start somewhere, and where better to start than grass roots football.

"A THIRD DIVISION TEAM STARTS TO RATTLE THE LEADERS"

PSM2 BRONZE AWARD

THIS IS FOOTBALL 2004

Euro 2004 is approaching. Sony's squad is bustling. Now it's up to you to pick the XI...

Back once again, battling against the odds, comes Sony's homemade football game. It's had it tough. It's won a few minor victories, but it's still languishing in the second division of our footballing gamebrains. It's... Tranmere basically. But with fewer fans.

Yes, once again they've concentrated on quantity rather than quality. There's a mind boggling 900 teams, complete with names and likenesses too. But why go to all this effort when even the most ardent football fan would struggle to recognise over 100 of them?

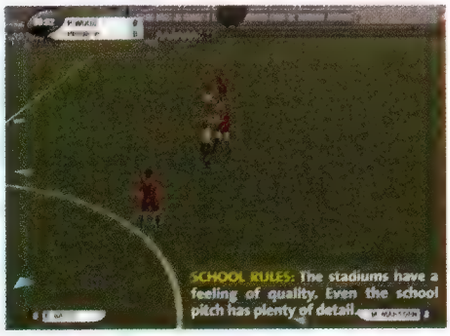
They've even dressed the game up well this time; with great menus, numerous stadia and a tuned career mode that has a genuine in-depth managerial feel.

Yes, once again the only downside – and it's the mother of all downsides – is the gameplay. The animation looks and feels good when your player first receives the ball, but set off on a run and it feels like you're *driving* your player rather than actually *being* him. Maybe this should have been named 'This Is Robot Football' instead? It just doesn't flow like *FIFA* or *PES*. The passing and shooting will drive you barmy due to the unresponsive link between button-press and on-screen action. Passes go awry far too often and the shooting gauge doesn't give you much chance of keeping your shots down at pressure moments.

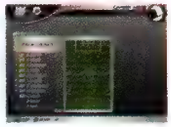
TIF 2004 doesn't have any fundamental flaws, and it *is* football, but when you compare it to the big guns from EA and Konami, it's third again in both the crucial aspects of graphics and playability. On the plus side; the online facility is bang on target. Playing over the network looks the same and feels as though your opponent is sitting next to you. And you can use the headset to express your disgust as his spawniness.

So, this has highly plentiful options and flawless online play. Now, if they can just tighten it up so it feels as alive and as magical as *PES* then we'd sign up for a season ticket. **Nathan Irvine**

■ *This Is Football 2004* is out in March. Result.


SCHOOL RULES: The stadiums have a feeling of quality. Even the school pitch has plenty of detail.

CELEBRATING OR MATING?: Team mates love it when you score. No, they REALLY love it...



PSM2 VERDICT

GAMEPLAY	GRAPHICS	SOUND
+ Fast-paced gameplay. Good sports simulation. – Needs tightening up if it's going to beat *PES*.	+ 300+ models of player heads impresses. – Animation can be a little Robocop at times.	+ Atmospheric and classy, with a big-stage feel. – Over the top commentator screams.

LIFESPAN
In single player mode there is enough to get your teeth stuck into. Add multiplayer and you've got yourself months of footy fun.
MINUTES — YEARS

IT'S BETTER THAN...
CLUB FOOTBALL

IT'S WORSE THAN...
PRO EVOLUTION 3

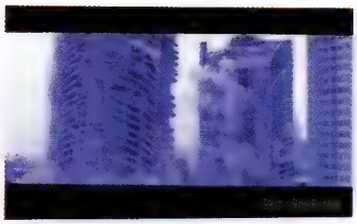
Another good, honest attempt by the Sony boys. Things are looking brighter for the *TIF* series, but for now it has only managed a third. Again.

75

INFOSTRIP

DETAILS
Developer: Kadokawa Shoten
Publisher: Midas Interactive
Players: 1-2
Memory Save: 64 KB
Widescreen: No
50-60Hz: Yes
Surround Sound: No

GAMEFAX
Original · Strategy · Budget · Addictive



CLOCKWORK ORANGE: If only dynamite really did look like this. The collapsing of a derelict building would become a pay-per-view event.

"SUPERMARKET BAG-PACKING MEETS GCSE TERRORISM"

DETONATOR

Your chance to blow more that just the bloody doors off. Let's get ready to crumble...

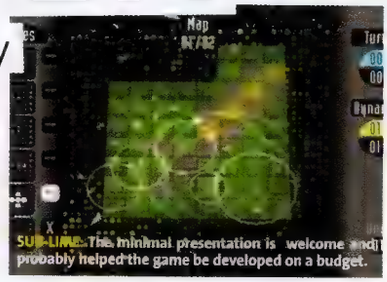
It's going to sound like some kind of charity plea and maybe it is. But £14.99 is all it takes to keep a puzzle game fan happy and off the streets. *Detonator* is that rarest of budget titles – because it doesn't hide behind its price tag as an excuse for a digital travesty. It's actually quite good instead.

Here comes the science: it's a game about demolition, but the cutscenes of exploding buildings and such are just a front for an abstract grid of blocks which need to be 'destroyed' by laying sticks of dynamite across them. Dynamite comes in a variety of shapes and sizes and the goal is to take out whole tower blocks at a time using a set amount of explosives. The extra rule that gives *Detonator* some texture is the fact that if you can vertically trap a block between two stick of dynamite, it'll be taken out in the subsequent explosion. Think TNT sandwich and you've got the idea.

It's an unsweetened, fuss-free puzzle game that, in line with other stylish brain teasers like *Kurushi* and *Fantavision*, has it's own stark and trippy presentation. It has clean-shaven colours, a decent line in ambient tunes and a shimmering curtain of sequins that manage to glint around in the background and look acceptably pretty. It's not brilliant, but it's enjoyable enough when you take the play-per-pound equation into consideration.

Detonator is not huge, though. Taking in all the various modes, you're looking at no more than 60 stages, plus the 99 levels of a time trial option. But those later levels do get trickier than peeling an apple with a helicopter. **Steven Bailey**

■ *Enjoy* Detonator's *block rockin' feats right now.*



SUB-LIME: The minimal presentation is welcome and probably helped the game be developed on a budget.

PSM² VERDICT

It's not a revolution, but it is a cheap and enjoyable puzzler. The equivalent of feeding a baked potato to your PS2 – a nourishing and palatable budget snack.

69

INFOSTRIP

DETAILS
Developer: Takara
Publisher: Midas Interactive
Players: 1
Memory Save: 73 KB
Widescreen: No
50-60Hz: No
Surround Sound: No

GAMEFAX
Budget · Stupid · Funny · Management

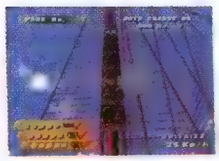
ROLLER BOASTER: That static background is proof that you're several hundred metres above the ground.

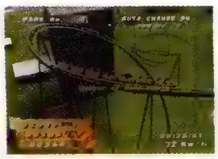
"ALL THE FUN OF THE FAIR PRICE"

ROLLERCOASTER WORLD

It's like 3D Scalectrix where the only race is against gravity. On drugs! I mean, rails!

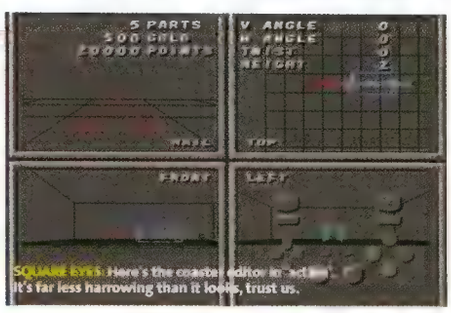
The last thing you want to see built on a tight budget is a roller coaster. But creating a wobbly, rickety death trap isn't actually a bad thing as far as *Rollercoaster World* is concerned. Once you've stitched together the mother-of-all-thrill-rides in the neat track editor mode, the game will, brilliantly, rate you in sadism as you test it. You'll be told, in real time, the number of people it made black out, the number who wet themselves and the number who suffered actual memory loss due to the mad G's you threw at their brains. How cool is that?



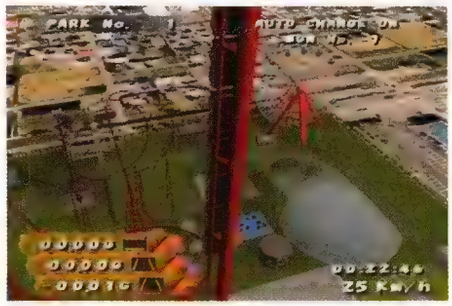


Outside of just building roller coasters for the sick fun of creating an elaborate torture rack for little computer people, there is a career mode, where you get to nurture an entire theme park with your masterwork rollercoaster as the centrepiece. This aspect of the game is a bit crud, to be honest: as an amusement park sim, it looks smelly, doesn't feature enough geekonomics and just isn't slick enough to be interesting. It's the bald spot that exposes the game's budget roots. But not everything is lo-fi to the point of pointlessness, mind.

The game has a single strength, and it's this: the sheer fun you're allowed to have with the track construction. Outside of the cackling glee of building a ride rough enough to cause GBH, there's also the fact that your 'coaster can arc worryingly high into the sky. The view from half a kilometre up, while not the prettiest of vistas, is still enough to give your stomach a little ruffle.



SQUARE EYES: Here's the coaster editor in action. It's far less harrowing than it looks, trust us.



That's your lot, though. It's vastly inferior to the *Rollercoaster Tycoon/Theme Park* series in all their many guises but, then again, it is vastly cheap. At £14.99, it's definitely worth a look next time you're stocking up on crisps. However, don't expect anything more than a few hours of 'neat' entertainment. **Dave Harrison**

■ Rollercoaster World's *maiden voyage is in April.*

PSM² VERDICT

Looks as rough as hamster food, but the simple, engaging and slightly perverse roller coaster aspect offers some kind of redemption.

50

INFOSTRIP

DETAILS
Developer: Jaleco
Publishers: Jaleco
Players: 1-2
Memory Save: 254kb
Widescreen: Yes
50-60Hz: No
Surround Sound: Yes

TOP 5 MONSTERS
- The one under your bed
- Frankenstein's
- Mother-in-laws
- The Blob
- Orcs

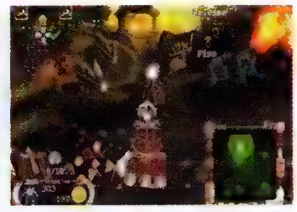
GAMEPIE
30% Collecting resources
25% Cries of battle
20% Roaming the landscape
20% Rotating the camera
5% Evoking magic

GAMEFAX
Goblins
Original
Strategy
PC Game

TRIVBURST
- 17 single player campaign levels to complete.
- Five goblin clans, each with unique units and abilities to master.
- You can control up to three clans at once.

WATCH MY BACK: The red Hellfire clan provides cover fire for the Stonekrusher clan doing the dirty work in the distance.

ROCK 'N ROLL: Ranged units launch their stony attack.



BATTLE OF THE TITANS: The Stone Ogre copes it from the nasty Lens Cannon.

"THE GROUND TREMBLES BENEATH THE ARMIES OF THE UNDERWORLD"

GOBLIN COMMANDER: UNLEASH THE HORDE

No relation to orcs. Although these warty warriors also worship battle they're much better looking, eh?

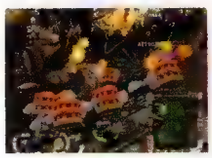
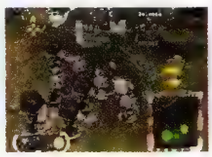
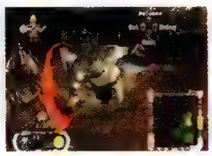
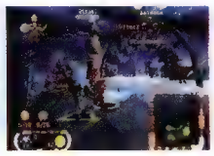
MAGIC MAKER

To wield magical powers you need Runestones. These can either be bought in the Alchemist shop or found scattered around the landscape. Runestone effects range from clouds of acid rain, through to lightning attacks. However the unpredictable effects of the Transmogrify Rune are the most entertaining – sometimes it transforms enemies into pathetic, bleating sheep. Baaaaaa!

STORM IN A TEACUP: This is the Fireblossom Rune in action. It's most effectively used against buildings, but still fries a little goblin ass.

This is a game about co-operation. But (in the true spirit of co-operation) you have to beat your would-be comrades into submission before they'll join you. Y'see Goblins are stubborn, stupid and mistrusting creatures. Even though the clans are all different they're all brothers and have been squabbling over territory on the planet Ogriss for eons.

The first level almost made us vomit. Christ! The colours! The garish details of the far-too-cutesy woodlands are nauseating. It's all you can do to find your goblins amongst the frikkin' butterflies, mushrooms and flowers. Urgh! Thankfully, later levels are more neutrally-coloured, like the blue and grey mountaintops of the Stormbringer clan.

THE MONEY SHOT

Controlling the Stone Ogre Titan and getting him to eat enemy goblins to restore his energy. He scoops 'em up like warty popcorn...

You start only controlling the Stonekrusher clan, but each time you conquer a fellow clan they join you and you can use their various ranged and non-ranged troops. Destroying resources like wood, rocks and ruins provides one form of income; gold. And killing enemy goblins or capturing a Soul Fountain provides the other; souls. You can unlock better goblins and weapon upgrades with this income.

GC is essentially a real time strategy game, just kinda light on the strategy depth. This ain't no PC-style epic where you spend hours managing your resources and slowly improving your army, like say *Age of Empires 2*. Hell no. You wander through with your goblins hordes, do as much damage as possible, get killed and then make some more warriors and do it all over again. And that's why *GC* doesn't grab you by the family jewels and not let go: there's no subtlety to it. There's no real depth of control over your army. Once you press the attack button over a target you feel like a helpless general with a broken chain of command. Goblins clash with throaty roars and destruction reigns all around, but all you can do is rotate your camera ineffectually and zoom in and out like a fly on the wall. It simply comes down to a numbers game – if you have more goblins you'll win a particular skirmish. And if the history of warfare worked like this we'd all be speaking German right now. **Jorin Sievers**

Goblin Commander is on the rampage now.

PSM2 VERDICT

GAMEPLAY	GRAPHICS	SOUND
+ Controlling rampaging goblins is a treat. – Lacks depth of control and gets repetitive.	+ Looks good zoomed in and cool explosions. – Too much on screen and early colours too dayglo.	+ Goblin language is great. Tribal soundtrack good. – The grunting gets a bit boring after a while.

LIFESPAN
Will take you a week to bring the clans together and there's a decent selection of two-player maps to replay with a friend.
MINUTES — YEARS

IT'S BETTER THAN...
KESSEN 2

IT'S WORSE THAN...
AGE OF EMPIRES 2

A great idea, poorly implemented. Too many concessions to achieve an 'arcadey' feel have stripped it of the subtlety of control that strategy games require.

65

Romance of The Three Kingdoms VIII

Bitter Enemies, allied schemes, and War Council directives intertwine in a rich tapestry of intrigue!

- 54 Scenarios plus one fictional story
- Over 600 Commanders plus 100 Officers you create
- 1 to 8 players, with over 40 different endings
- Forge relationships through new events such as "Marriage" and "Sworn Brother"
- 15 new Tactical skills including "Flaming Arrows," "Surprise Attacks," and "Sorcery"
- Begin the game at any year

Available March 2004

7+ www.pegi.info

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INFOSTRIP

DETAILS
Developer: Avalanche
Publisher: THQ
Players: 1
Memory Save: 953kb
Widescreen: No
50-60Hz: No
Surround Sound: Yes

PREVIOUSLY IN PSM2...
"CLEARLY DESIGNED TO DOMINATE THE BRAINS OF CHILDREN"
PSM2#34

GAMEFAX
Platformer | Stupid | For Kiddies | Funny

TRIVBURST
- Hub-based platforming.
- A selection of magical Juju powers to aid the pint-sized hero.
- Assert the dominance of man by bullying animals into doing stuff for you.

"CHANGE TAK FOR JUJU'S BIZARRE ADVENTURE"

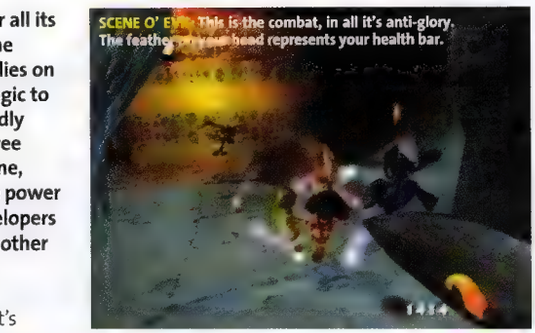
TAK AND THE POWER OF JUJU

Want to be Jujudge and Jujury? It's your chance to voodoo the right thing.

***Tak and The Power Of Juju*, for all its colourful inspiration from the world of tribal mysticism, relies on a much older and darker magic to provide its thrills: that ungodly videogame power of being able to jump three times his height into the air. Copycat that one, *GTA*-playing problem children! So, using the power of mumbo jumbo and mumbo jump-o, developers Avalanche have put together what is yet another reasonably enjoyable game to coast in the slipstream left behind *Jak 2: Renegade*.**

It's been impressively programmed, that's for sure. Loading screens are a rarity and whole levels can remain all visible in the background as you go about your simple business without causing the frame rate to twitch once. This jungle really is 'massive' and more than pretty in many parts, although it meets the bar pleasingly rather than actually raising it at all. But you're used to that by now, aren't you? The past year has spoiled you somewhat with PS2 games beautiful enough for you to feel cheated on when you see someone else playing them, hasn't it? Still, that technical grunt is all welcome.

It's been less impressively designed, though. Admittedly a game like this, one with deliberate R-rated everyman appeal, sets its sights with laser-scope accuracy at safe, proven, unthreatening gameplay from the off. It's hub-based platforming, where you have to collect glowing baubles, unlock extra powers and then use them to reach new places. Repeat this until you've unlocked the end sequence and the big head mode. Again, you've been here before, right? That's *Tak* in a tight-fitting nutshell, but it's not all. It does retain a variety strong enough so that the game doesn't die of derivation, but not strong enough to put it shoulder to shoulder with the platforming stars it's obviously paying homage to.


SCENE O' EVIL: This is the combat, in all it's anti-glory. The feather on your head represents your health bar.

DR DOO-PLENTY

You do get to talk to the animals, but your vocabulary is violence and manipulation. Fruit can be used to distract rams, allowing you to sneak past un-butted. Orangutans can be harassed into moving between banana trees, which causes them to pull the branches down allowing you to use the giant leaves as catapults. Using animals to do stuff for you is brilliant – at first.

MONKEY: Pelt a melon at a monkey and he'll throw a coconut at whoever's nearest to him. Man's beast friend.

ELEPHANT: One of these leathery tanks will barge through any number of blockades, provided you can stay mounted.

DOT.COM

www.takgame.com

The game site has colourful information, with run-downs of every character and world, and some catchy tribal drum music that squats in your head.

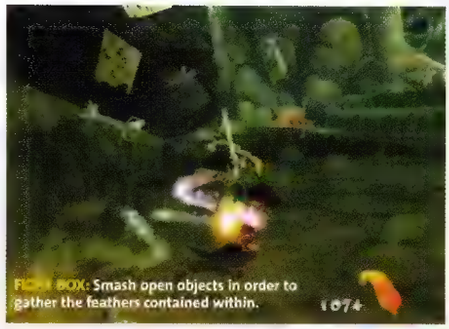
TOP 5 VOODOOS

- Chest pains
- Tears of blood
- Enforced love
- Volcanic rash
- Transatlantic flights

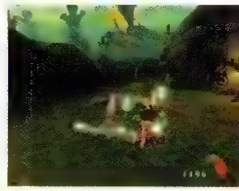
GAMEPIE

30% Impressive draw distances.
25% Frustrating deaths.
25% Generous respawn points.
10% Brilliant cross-eyed animals.
10% Embarrassing soundbites.

TEETH IT CONCERNS: Find the four sacred teeth to give the spirits their smiles back.



FIGHT BOX: Smash open objects in order to gather the feathers contained within.

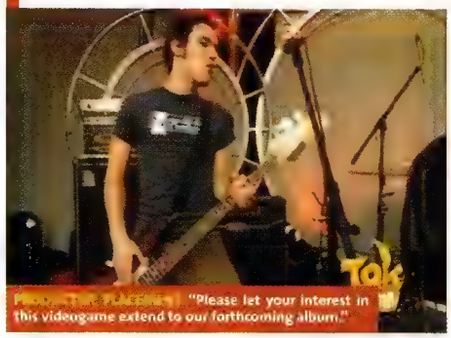


YOU LEAF ME NOW: Step on the branch to be flung to another location.

BAAAAFTA: The cutscenes are of an amazing quality.

JUNGLE RHYTHMS

As seems to be the fashion for cutesy platformers these days, *Tak* comes with its own inoffensive pop video designed to give the brand a bit more 'pep'. So, here's Wakefield covering Real Wild Child in the key of kindergarten headbanging. "We have original songs, too!" scream their wounded, sell-out eyes behind that façade of wanton big-break THQ/Nickelodian-fuelled enthusiasm. Don't forget to buy the T-shirt...



PRODUCT PLACEMENT: "Please let your interest in this videogame extend to our forthcoming album."

EXTRAS! EXTRAS! EXTRAS!

Give it some stick

- You'll start out with a stubby little club, but that's soon upgraded to a warrior stick that allows you to pole vault to high ledges as well as fire nuts like blow darts in order to activate switches or irritate monkeys. This is how the levels begin to open up for you.

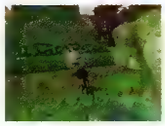
There are some nice ideas. For example, once you've done a few hours of active service you're rewarded with the Juju rattle – a funky stick that lets you see things out of the ordinary. You then embark on an open-ended quest to mop up magic abilities from each of the levels. This is where the objectives become a little less formulaic, as you get charged with more interesting jobs such as shepherding mummies from one side of a trap-filled tomb to another, or having a spell-flinging game of dodgeball. OK, so you still have to collect 100 of this and ten of that on your travels, but it does have a little more texture to it than its derivative structure first reveals.

It's pleasant, easy-to-digest stuff apart from one hindrance: the combat. It's impossible to tell if you're being hit, as fighting is just a mess of swinging your stick around and hoping that your energy bar doesn't suddenly vanish. Enemies just seem to run at you, your character jiggles a little bit and your health falls by a random amount somewhere between zero and 40%. You just don't know you've been hit until your health bar takes a thwack. Other times you dive into a throng of growling bad guys only to emerge unscathed. It makes fighting as frustrating as a fruit machine, but the developers have taken an equally cheap measure to counter it: the re-spawn points are generous to the point of babysitting. During major encounters – like those against the vicious snapping plants at the beginning of the game – you'll respawn right next to the enemy, who'll have the same amount of energy as when you died, taking the combat from a stressful garble to a triviality. It's like a suicide mission with infinite lives – without being as fun as that sounds.

Like so many platformers around at the moment, it's had a wealth of effort put into it, but only rarely does it reach the parts where it counts: ie, elevating the concept of jumping about a lot into something more engaging. *Jak 2* kept things fresh by copying some of the big boys who hang around the bus shelters of gaming, getting into guns and loosening its childsplay remit to take in a more mature and open-plan game world.

MUMMY'S DAY: This seesaw sends the mummy to safety. Be sure to find his head if it comes off.

"IT'S NOT NEARLY THE 'TAK AND DAXTER' THAT IT HOPED IT WOULD BE"



So we've got a game that's nowhere near the 'Tak and Daxter' that it hoped it would be, and *Jak* devotees will be left distinctly unimpressed, picking their fingernails and whistling at the ceiling. If you're after some real voodoo, you could do worse than revisit the fuggy, suggestive sweet-smoke of Aunt Poulet's sub-mission shack in *Vice City*...

Like *Kya: Dark Lineage*, *Whiplash* and a dozen or so other well-meaning, but ultimately unimportant 3D platformers that will appear over the next year or so, it's worth thinking about, but only really worth actually buying if you're mad for another passable fix of leap/hit/collect aerobics. Methadone, then, for jumping junkies, but nothing more than that. **Steven Bailey**

■ Tak and The Power Of Juju *is out now.*

PSM2 VERDICT

GAMEPLAY	GRAPHICS	SOUND
+ Safe, easy-to-swallow platforming 'antics'. – The combat is broken and chaotic.	+ Rich colours stretch as far as the eye can see. – Jungle theme means minimal level variety.	+ Fitting drum and pipe music isn't irritating. – Saccharine vocals from a Disney nightmare.

LIFESPAN

Lots of worlds to explore and various objectives attached to each. However, the largest quests are just banal collect-'em-ups.

MINUTES — HOURS — YEARS

IT'S BETTER THAN...
TY THE TASMANIAN TIGER

IT'S WORSE THAN...
JAK 2: RENEGADE

A sometimes imaginative, but mostly formulaic platformer that does very little wrong outside of some illegible combat. Ultimately harmless (pointless) fun.

70

INFOSTRIP

DETAILS
Developer: Bandai
Publisher: Atari
Players: 1
Memory Save: 709kb
Widescreen: No
50-60Hz: No
Surround Sound: No

GAMEPIE

40% Massively multiplayer online Role Playing.
40% Japanese Anime cartoons.
20% Multi-levelled dungeoneering.

GAMEFAX

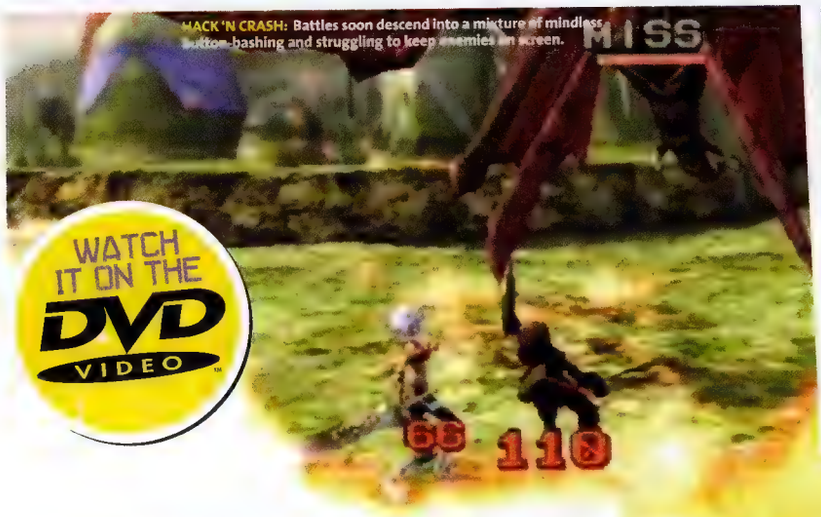
RPG

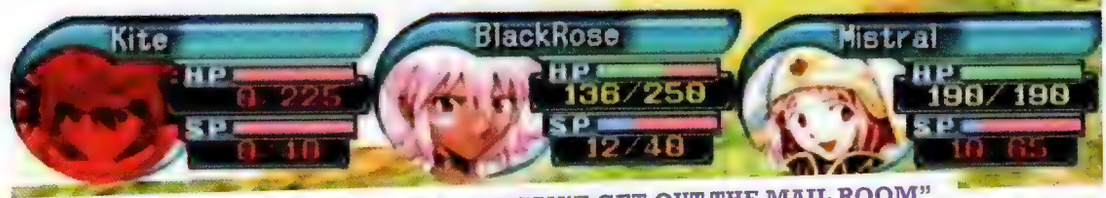
Manga

Goblins

Jap Curio

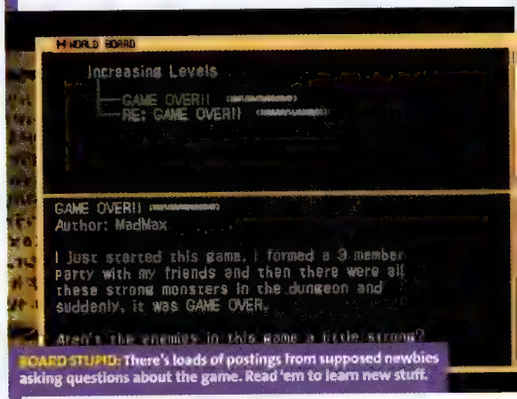
TRIVBURST
- Original 'game within a game' concept, simulating a fictitious online RPG.
- This is the opening chapter of an epic four-part story.


HACK 'N CRASH: Battles soon descend into a mixture of mindless button-bashing and struggling to keep enemies on screen.
MISS
66 110

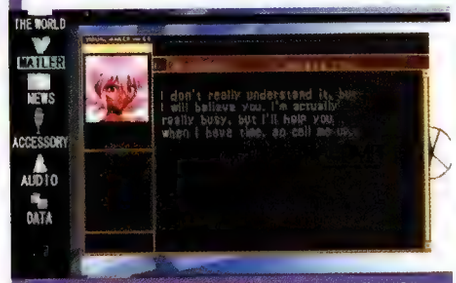


YOU GOT MAIL?

Delving through the community stuff's often more interesting than heading off into battle. The notice board's crammed with 'postings' from other (pretend) players and will often yield keywords to locations. You'll also get mail from characters saying something cryptic.


WORLD BOARD
Increasing Levels
GAME OVER!!
RE: GAME OVER!!
GAME OVER!!
Author: MadMax
I just started this game. I formed a 3 member party with my friends and then there were all these strong monsters in the dungeon and suddenly, it was GAME OVER.

BOARD STUPID: There's loads of postings from supposed newbies asking questions about the game. Read 'em to learn new stuff.



THE MAILMAN ONLY KNOCKS ONCE: Check your in-box often to catch up on useful hints from friends or mysterious benefactors.

"HOPES TO REDEFINE EPIC GAMING, BUT CAN'T GET OUT THE MAIL ROOM"

DOT HACK INFECTION: PART 1

This 'game within a game' seems to have picked up a virus.

THE MONEY SHOT
Activate your virus program and you'll be off a bundle, even by .hack standards, but be treated to the psychedelic outcome.

Here's an intriguing concept. In the very near future, a company called Cyber Connect comes up with a massively multiplayer online role-playing game that's so life-sappingly addictive, subscriptions have topped 20 million. You're one of the newly converted and are just taking your first steps in The World (as it's known) when an in-game incident lands your friend in intensive care for real. Determined to understand how this real/cyber world crossover is possible, you start to investigate.

So it's an online adventure that *isn't actually online at all.* Geddit? The interface is clever; switching to a simulated PC desktop when you're logged out of The World, from which you can communicate with other 'players'. There are message boards which reveal useful information for uncovering new areas, learning new skills and so on. You also receive e-mails from other characters, leading you toward your next objective, or unravelling a piece of the complex storyline. In-game, you'll see other players running around, with speech bubbles full of random chit-chat above their heads. Some join your party; others want to trade items, while some are just happy to engage in pointless banter. It's a fairly convincing simulation of an online game.

Actually playing turns out to be a bit arse though. The open 'field' areas are dull, uninspired landscapes and the dungeon areas aren't much better. They're sparsely decorated, all very similar-looking and comprise of endless button-bashing scrapping. Even worse; the lack of a 'save anywhere' function means that you can easily wade through six floors, only to get whacked into oblivion and have to start over. And instead of an decent camera system, Bandai has gone for a, er... 'manual' option, resulting in constant re-adjusting.

It's a pity. With such an interesting idea we hoped the gameplay would be equally as engaging – but it just isn't. Why would we want this, when we can play the vastly superior *Dark Chronicle*?' The answer is: we don't. **Adrian Lawton**

■ Dot Hack *is crashing your mainframe about now.*

PSM2 VERDICT

GAMEPLAY	GRAPHICS	SOUND
+ Engrossing simulation of an online community. – Exploration and combat are terminally dull.	+ Characters rich in Japanese Anime style. – Dull textures, limited detail in most areas .	+ An upbeat and chirpy soundtrack. – God-awful voice acting and cringey dialogue.

LIFESPAN
Not massive for an RPG, weighing in at around 25 hours. There's another three chapters on the way, should you feel the urge.
MINUTES — YEARS

IT'S BETTER THAN...
SUIKODEN 3

IT'S WORSE THAN...
DARK CHRONICLE

A great idea that's spoiled by lacklustre presentation. Wading through message boards and e-mails is actually more fun than the adventuring. Says it all really.

58

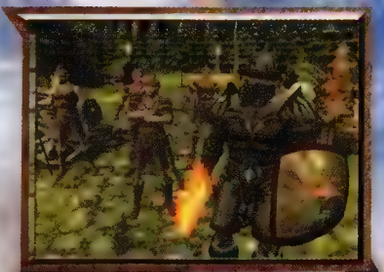
PLAYER 4

PLAYER 2

PLAYER 1

PLAYER 3

CHAMPIONS of NORRATH™



4 player combat online (at no additional cost) via SOEGames.net and offline via Multitap.

45 levels of non-stop action with over 50 areas to explore and conquer.

Constantly changing dungeons and monsters make each game a new experience.

amazon.co.uk and you're done.

BE A CHAMPION

Slay your way through the glorious Realms of EverQuest in a non-stop, hack 'n' slash adventure brimming with heroic quests, beautiful locales, enchanted zones and dark mysterious dungeons.

Create your Champion from 5 mythic races and 5 classes, customizing the look and name that conveys your unique abilities. Discover, collect, buy and trade over 10,000 items, or create your own. Master weapons, magic and combat to conquer hideous creatures and unforeseen evil. But be forewarned - a Champion shall forever be challenged!

www.championsofnorrath.com

"Created by the team behind Baldur's Gate™: Dark Alliance™, Champions of Norrath is an action RPG that lets up to four players team up and experience an epic adventure filled with powerful action and ominous intrigue."

- 8.9 - IGN.com

PlayStation.2 snowblind studios

BT www.bt.com/onlinegaming

SOE SONY ONLINE ENTERTAINMENT

UBISOFT

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INFOSTRIP

DETAILS
Developer: Codemasters
Publisher: Codemasters
Players: 1-2
Memory Save: 200kb
Widescreen: No
50-60Hz: No
Surround Sound: No

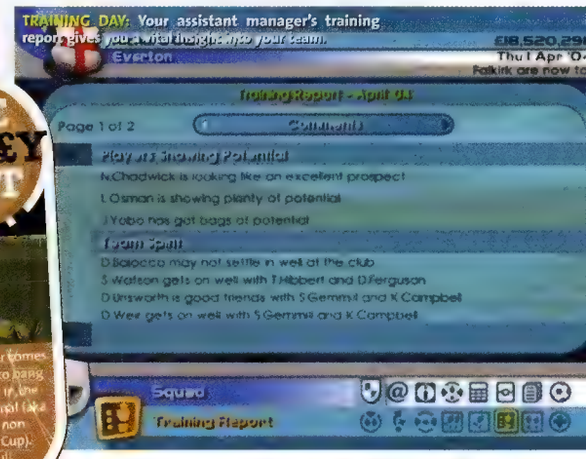
GAMEPIE
50% Stat studying
20% Team training
20% Match watching
5% Bovril drinking
5% Pie eating

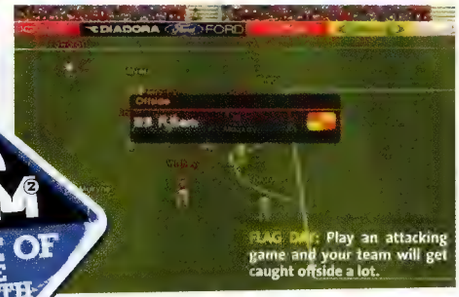
TOP 5 ACRONYMS
- NYPD
- FUBAR
- LOL
- FOAD
- PES

GAMEFAX
Management · Realistic · Sequel · Sport

TRIVBURST
- This is the fifth *LMA*.
- Type the cheat code 'Martial Arts' into the 1999 original and in highlight mode your players are replaced by ninja assassins. Madness.

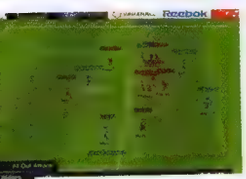
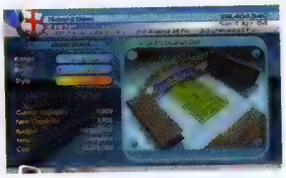
PSM2 SILVER AWARD
THE MONEY SHOT
Your new striker comes off the bench to bang in the winner in the national cup final (aka the game's non licensed FA Cup). Beautiful!
mitre
SIEMENS mobile


TRAINING DAY: Your assistant manager's training report gives you a vital insight into your team.
Training Report - April 04
Page 1 of 2
Squad
Training Report



MARCH OF THE CRABS: The highlight mode's had a major overhaul and now looks a dozen times better.

PSM2 GAME OF THE MONTH

"ALL THE ACTION OF A RED HOT EXCEL DOCUMENT"

LMA MANAGER 2004

Prepare to eat, sleep and breathe football 'n' spreadsheets all over again.

Fact: at one time or an other every football fan in the country has thought he could run his team better than its chosen manager. Fortunately, for our chosen clubs, most of us are unlikely to ever see how our ideas would pan out. Stat-based management sims may sound soul-crushingly dull to non-football fans, but the horribly addictive appeal of these games lies in allowing us to put our money where our fat mouth is while also avoiding the risk of crippling chest pains that – as messrs Houiller and Souness can testify – go with doing it for real.

Ignoring 2003's cheeky update, it's been two long years since we last had a proper version of *LMA* to steal our waking hours. But finally it's back, with a host of new features and is bang up-to-date with every player movement right up to the February transfer deadline. So what's new? Well, in addition to a tarted-up front end and spruced up highlights, you can now scout for players in Argentina, Brazil and Chile, change jobs mid-season, yell additional instructions from your dug-out during the matches and pick your team from scratch in fantasy football mode.

There's also a host of subtler improvements hidden beneath the game's glossy surface. Arguably the most significant of these changes comes in the form of a host of new player attributes. In addition to the usual stats, like attack and defence, each player is now also measured in terms of his height, forward runs, positioning, dribbling, creativity and – get this – favourite foot. These new factors make picking your players a daunting task, but there's yet another new and more important rating – form. No matter how skilled a player may be, if he's out of form he won't be able to cut it on the pitch, likewise mediocre players in form can play out of their skin.

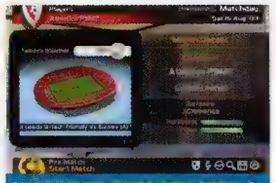
Almost every aspect of *LMA*'s been overhauled since last time and the result is the best footie management sim you can play on PS2. Accessible enough to suck you in from the onset, there's also countless fathom's of depth here to keep you plugging away for months. This is a truly immense game and one that is a must for any football fan's trophy cabinet. **Richard Owen**

■ *LMA Manager 2004 has just been released.*

VIVA ATHLETICO PSM2!

If the responsibility of taking charge of your own beloved club is just too much, or you fancy picking a team from the ground up, then make *LMA 2004*'s fantasy football mode your first port of call.

MO' MONEY: You get £80 million to spend on players in the Premiership


RELEGATION'S WHAT YOU NEED: At home to Leeds, this should be easy.

SACK RACE: Lost three nil. You can always apply for another job...

PSM2 VERDICT

GAMEPLAY	GRAPHICS	SOUND
+ The most comprehensive footie management ever. – Stats aren't going to appeal to everyone.	+ Front end is user friendly and looks top notch too. – The beautiful game is not that gorgeous here...	+ Lineker and Hansen provide sonic pearls. – Highlight commentary gets very repetitive.

LIFESPAN
With an incredible depth of options, this is seriously addictive stuff and will keep fans going until the end of next season.
MINUTES — YEARS

IT'S BETTER THAN...
TOTAL CLUB MANAGER

IT'S WORSE THAN...
DOING IT FOR REAL

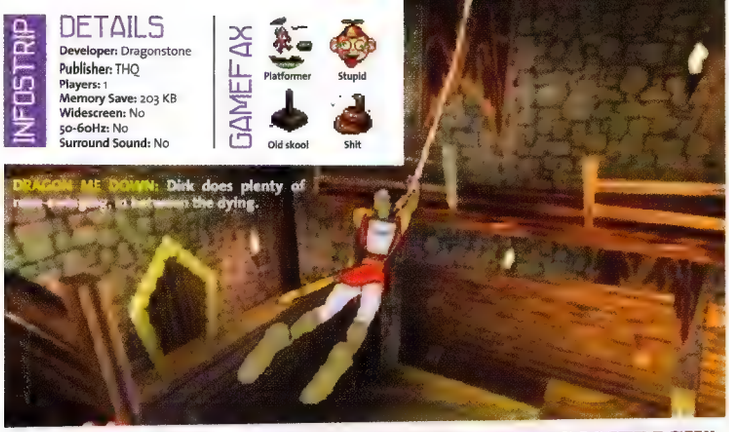
Smooths the hairline cracks from last season and brings a host of new gameplay features off the bench. *LMA* is the only management sim of choice.

87

INFOSTRIP

DETAILS
Developer: Dragonstone
Publisher: THQ
Players: 1
Memory Save: 203 KB
Widescreen: No
50-60Hz: No
Surround Sound: No

GAMEFAX
Platformer · Stupid · Old skool · Shit


DRAGON ME DOWN: Dirk does plenty of [illegible] in between the dying.

WANT A DRAGON THIS: You'll be seeing this screen all too often...

"DIRK THE DARING MAKES AN UNWELCOME COMEBACK"

DRAGON'S LAIR 3D: SPECIAL EDITION

Update of diabolical 20-year-old arcade game proves that while quality stands the test of time, shitness just grows.

D*ragon's Lair*? *DRAGON'S LAIR*!. Ngghhh... just us a sec... ah, that's better. Just *thinking* about that '80s arcade 'game' where your 10p would last, ooh... five seconds before you'd get instantly flattened by a massive boulder, or shredded by giant mothercookin' bread knives is enough to piss our corneas with scarlet mist. Y'see, it wasn't really a game at all; more a bunch of pre-scripted scenes (hand drawn by Disney bod Don Bluth), where the only requirement was to hit directions on the joystick before you died horribly. And, despite being hailed as a 'classic', it was – in fact – shit.

This new one's in 3D, obviously, so you've more freedom of movement in dopey knight Dirk's quest to rescue fair maiden Daphne from a vast, trap-ridden castle. And it looks okay; using cel-shading to retain the cartoon feel to the visuals. But that's about as good as it gets. It's still riddled with instant death situations that, admittedly aren't quite as bad when you don't have to keep feeding coins in, but are still pointless and annoying. Worse, the rest of the game's comprised of dull, uninspired platforming; hindered by a turdular control system where, for instance, you have to remember to put your sword away before jumping (it won't do it automatically) or fall to your death instead of latching onto platforms. Even the combat's basic, despite occasional power-ups.

Don't be fooled by the 'interactive cartoon' look. This isn't fun, it's an instrument of true devilish darkness. Now go away and never darken our towels again. **Dave Harrison**

■ *Dragon's Lair 3D should be falling through a hellish trapdoor and into shops any day now.*

PSM2 VERDICT

Pointless remake of an ancient game. We didn't like it then and don't like it now. If you're a fan of the original, you *might* enjoy it. Like coprophilles enjoy turds.

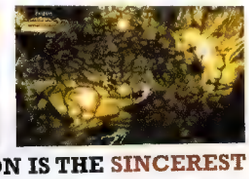
27

INFOSTRIP

DETAILS
Developer: Snowblind
Publisher: Ubisoft
Players: 1-4
Memory Save: 115 KB
Widescreen: No
50-60Hz: No
Surround Sound: No

GAMEFAX
Adventure · Old Skool · RPG · Goblins

BOWING OUT: Ranged weapons are about as much use as a wet fish in close-quarters combat



ACID RAIN: Tsk. Magic user eh? Hasn't anyone told them CFC's are bad?

"IMITATION IS THE SINCEREST FORM OF FLATTERY"

CHAMPIONS OF NORRATH: REALMS OF EVERQUEST

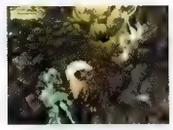
Baldur's Gate in all but name, Ubisoft's hack-n-slasher's as much skull-cracking fun as its inspiration.

L*ook a little familiar? That's because *Champions Of Norrath*'s the 'what we did next' of *Baldur's Gate: Dark Alliance* developer Snowblind Studios, using a modified version of its engine. So, not surprisingly, they've created a game that, while set in the *Everquest* world, actually has more far more in common with *BG* than it does Sony's massively multiplayer online whassname.

In fact, it pretty much is *Dark Alliance*, but then, that's no bad thing (*Dark Alliance 2* recently scored a hefty 82% in PSM2 #44). It's got the same swords-'n'-sorcery themes; the same top-down view (though it's zoom-able to get much closer to the action); the same crisp, detailed visuals; the same vast quantities of loot to plunder and weapons to find; the same engrossing character progression paths, and not forgetting the same jaw-dropping water effects. Hell, even the sound effects are bloody identical.

PSM2 SILVER AWARD

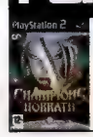
Of course, one of the best things about *Baldur's Gate* is it's brilliant co-op play, which allows you and a friend to thwack your way through the entire game together; so it's no surprise to find a multiplayer option here too. *Champions Of Norrath* goes one step further though, with four players on the same screen at once. Not only that, it also supports four-way online play, complete with headset support – a brilliant addition to an already excellent portion of hack-n-slashery.



Champions Of Norrath's more a skilfully crafted forgery than a cheap knock off and in some ways it even betters *Dark Alliance*, so we've no cause for complaint. There's little originality, admittedly, but it's still a frikkin' good adventure romp nonetheless. **Adrian Lawton**

■ *Champions Of Norrath will be whacking and slashing its way into shops on March 26th.*

PSM2 VERDICT



So much like *Baldur's Gate* it's almost illegal. This top-notch hack-n-slash adventure that'll keep you very busy with its multiplayer and online options.

82

INFOSTRIP

DETAILS

Developer: Ubisoft
Publisher: Ubisoft
Players: 1-12
Memory Save: 52kb
Widescreen: No
50-60Hz: No
Surround Sound: Yes

GAMEPIE

65% Nervous creeping
11% Gun fighting
12% Looking at map
10% Running miles on the reload
2% pondering horror of war

GAMEFAX

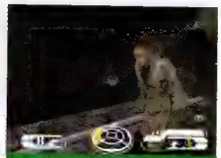
TRIVBURST

- Eight 'Island Thunder' missions, eight 'Jungle Storm'.
- Three multiplayer categories: co-op, team and solo.
- 12 multiplayer modes online, including search and rescue, last man standing, defend, Hamburger Hill and mouse hunt.
- USB headset support for voice orders and online chat.

MILITARY UNINTELLIGENCE

Your team won't always cover itself in glory, sometimes prefering to march behind the gingham and paisley flag of stupidity. It's times like these you really miss the chance to switch control to other soliders.

HUT REPORT: Slowly, we clear the buildings. It's going well.

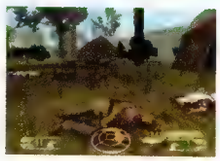


GROUNDED: Slowly, we kill the airman's captors. Going well.

NO PICNIC: Slowly, we move to extraction. Bravo ignores direct orders to follow and gets pinned down. Enemy wander in... Nuts.

"FLOAT LIKE A GHOST, STING LIKE A M79 GRENADE LAUNCHER"

TOM CLANCY'S GHOST RECON: JUNGLE STORM

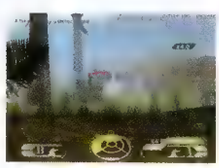


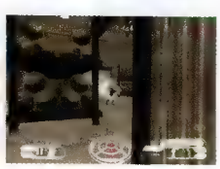
"Hard to the core, core to the hard" – was Ludacris singing about Ghost Recon?

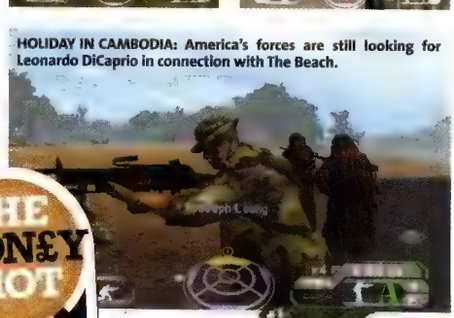
You've played *SOCOM 2: US Navy SEALs* and thought it was a bit daisy. Too simple. Not deadly. Too nice. If this is true of you, then either you're too far gone sniffing shell casings in a state of camouflaged arousal – please don't write in – or this is the game for you.

Ghost Recon is as deadly as soldiering gets on PS2. A handful of bullets kill. Battles take place over hundreds of yards. It goes to great pains to recreate every danger it can, bar waking in the barracks at 4am to find three naked squaddies kneeling on your chest hosing icy water onto the rag they've crammed in your mouth. Not that anything like this happens in the army. Not that you could prove anyway.

As for the real modern soldier, there's an awful lot of information available to you: the trick is in knowing how to use it. Stumbling into a fire fight Bond-style just sees you fly headlong into a ziplock bag, so preparation, care and tactical awareness are necessities. Seriously; if you just want a casual bullet festival, go get another game. Happily the 31 maps are heaving with possibilities, being

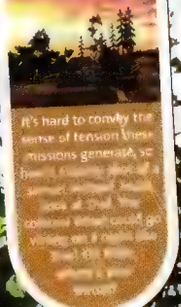






HOLIDAY IN CAMBODIA: America's forces are still looking for Leonardo DiCaprio in connection with The Beach.

THE MONEY SHOT



It's hard to convey the sense of tension these missions generate, so

"GOES TO GREAT PAINS TO RECREATE EVERY DANGER IT CAN"

TOP 5 GHOSTS

- Headless horsemen
- Horseless heads
- The Virgin Mary
- Christmas Past
- Patrick Swayze

PUBTALK

The smart arse thing to say down the boozer.

"So I jumped up, dropped back behind the ridge and they ran from cover into Bravo's ambush..."

JUNGLE MASSIVE: Huge leafy levels are only half of it. You get all the Island Thunder missions too.

ROCK AND A HARD CASE: Defending such open bases isn't easy. Using cover is vital.

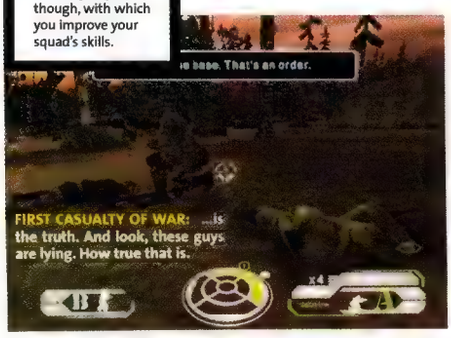
anything from hilly to mountainous and even cliff-bound. You must use everything you can as cover; ridges, bushes, trees, rocks and buildings – anything to avoid being spotted by the enemy.

Engaging targets on anything but your own terms is rarely anything but catastrophic. While enemies are shown on the utterly vital (though slightly small) tactical map, they only appear once they're in range – and *Jungle Storm* treads a fine gameplay line because of it. Creeping below the ridge of an enemy camp can build a genuine tension. Take care and there's time to scout their positions and plan something deadly with the two teams at your disposal, Alpha and Bravo (Whiskey's still in the bottom of the boat). When your plan comes off it's majestic. And when it doesn't (aka when one overlooked crook caps yo' ass and blows the mission in seconds) you'll feel like you've been Tangoed. And when you replay that level you'll know where you're clear and just run, the sense of tension evaporating with every step.

EXTRAS! EXTRAS! EXTRAS!

Campaign rewards

- Playing through the Campaign unlocks completed missions for the Quick Mission mode, which is, um, really exciting. It also awards you points though, with which you improve your squad's skills.



FIRST CASUALTY OF WAR: ...is the truth. And look, these guys are lying. How true that is.

"IT'S SLOW-BURNING, THOUGHTFUL AND UNFORGIVING"

The developers have tried to combat this by limiting you (in Campaign mode at least) to a certain number of retries and saves. All very well if you can lose men and still complete the mission, but redundant if everyone surviving is a condition of success. Still, there are always those tactical saves – use them wisely.

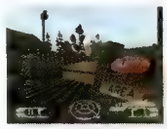
In-game it's easy to overwhelmed by the amount of info you have access to. There's a visibility meter and displays of everyone's stance and movement. At the lower difficulty levels you also have a threat meter. And then there's the map, which – warning! – doesn't pause the game. Now that's hardcore. It's here you set the waypoints to control the three-man Bravo team's movements, determine their aggression levels and check objectives. It seems complicated at first, but the controls are brainy and it's soon a cinch to use. There's also a rather dull training mode too, narrated by a heavily-depressed woman. Nice.

And, of course, you can play the whole thing online, complete with Britney-style headset for shouty orders and wails of "You mince-fingered capitalist aggressor" or, more saliently, "Twat!"

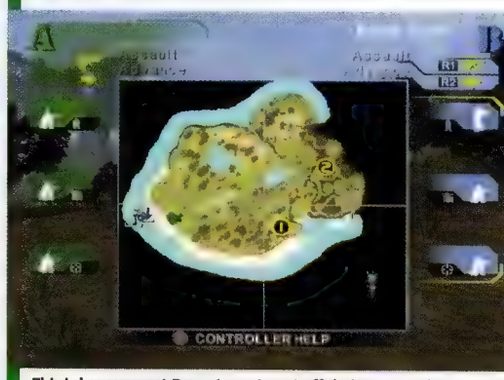
There isn't a single option or PC-style feature that the game doesn't include. It's the heaviest, no compromise military sim ever and it all adds up to a lot of options and playing hours, even if it is a bit of a cobble at times.

Those training levels are very familiar and half the game is actually *Island Thunder*, a port of a PC add-on for the first *Ghost Recon*. To clock up the hours you've really got to be serious. It's slow-burning, thoughtful and unforgiving. If you're mentally patient, or better still, a mental in-patient, it'll blow your blood-filled socks off. Everyone else beware. **Steve Williams**

■ Ghost Recon: Jungle Storm *is available now.*



THE AGONY OF CHOICE



This is how you get Bravo team to get off their arses and do something. Hold L1 (when it's safe, there's no pause) and use the right stick to move those crosshairs. Then hit ⊗ to create a waypoint. Bravo can be ordered to hold, advance or advance at all costs. It can actually be done very quickly, so they're a very usable backup.

Before you even reach the battlefield there's plenty to select. The easiest way is to punch Auto Assign, but you can choose to personally arrange your team's skill set with any man and any selection of weapon. Useful, for instance, if you want a sniper.

In the Handicap section of the pause menu you'll find several game-altering options. Some are unavailable in the higher difficulty levels, but stay low (it's still pretty exacting) and you can choose auto-targeting, crosshair assistance, the threat indicator and auto-reload. The first two make a huge difference with hidden foes.

PSM² VERDICT

GAMEPLAY	GRAPHICS	SOUND
+ Often tense, thoughtful and very engaging. – Can suddenly become repetitive and frustrating.	+ Some great vistas and lush sunsets. – Slightly foggy and not as consistent as *SOCOM 2*.	+ Ambient outdoor noises are very effective. – Some samples, such as water, are rather weak.

LIFESPAN

If you're patient there's easily a month's single player and online gaming. If you're not, you'll play for an hour and never ever again.

MINUTES

IT'S BETTER THAN...

GHOST RECON

IT'S WORSE THAN...

SOCOM 2: US NAVY SEALS

A highly detailed, subtly complex and unrepentant thinking man's squad game. It definitely requires dedication and patience to make the most of it.

75

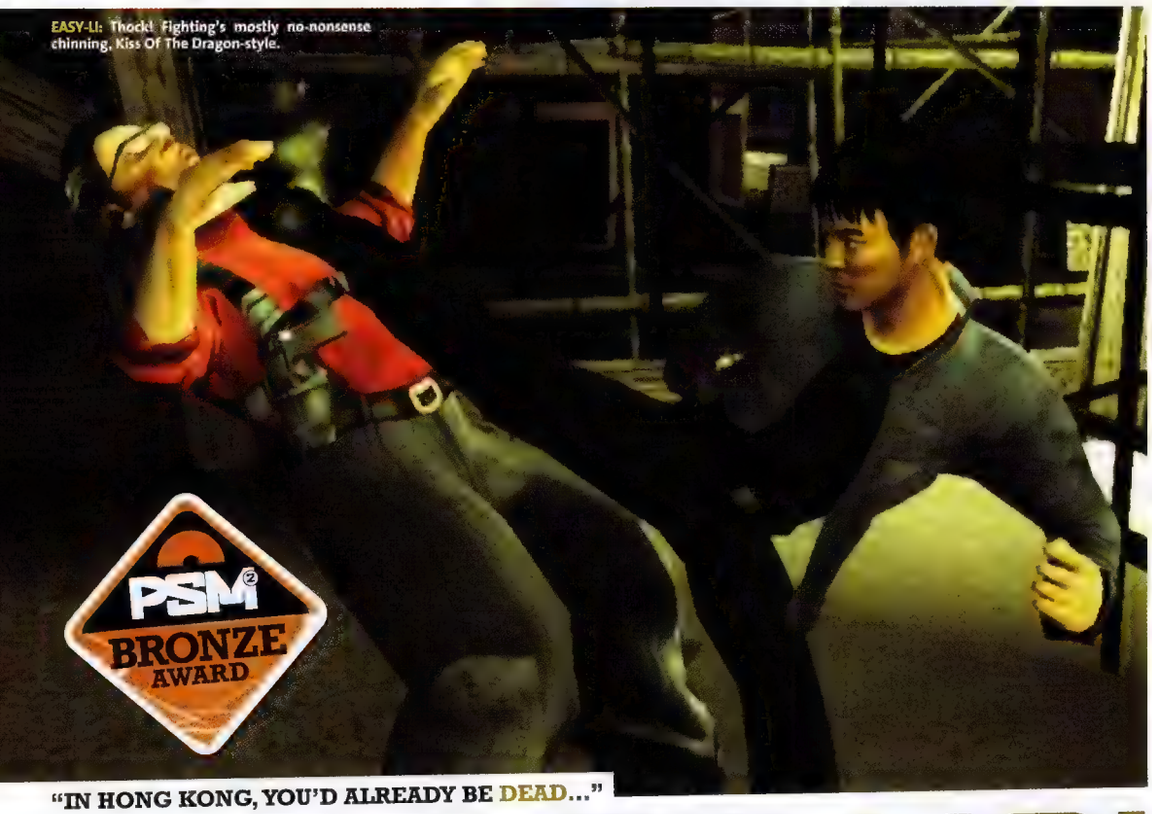
INFOSTRIP

DETAILS
Developer: Sony
Publisher: Sony
Players: 1
Memory Save: 68k
Widescreen: Yes
50-60Hz: Yes
Surround Sound: Yes

PREVIOUSLY IN PSM2...
"THERE ARE A LOT OF GAMES ON THE WAY DOING SOMETHING VERY SIMILAR"
PSM2#36

GAMEFAX
Beat-em-up
Violent
Hard
Official License

TRIVBURST
- Scenes ripped from Li flicks like Romeo Must Die, Cradle 2 The Grave and The Defender.
- Action direction by Corey Yuen, Jet's collaborator on flicks like The Enforcer.



EASY-LI: Thockl Fighting's mostly no-nonsense chinning, Kiss Of The Dragon-style.

LIGHTS! CAMERA! TRACTION!

At key points – Jet doing a counter, finishing a combo, or flattening someone's nose with a chair – the action shifts into slow-mo. It's a nice touch that takes an impressively long time to get annoying, even if it does occasionally put you off the move you're doing.

Finish a combo and Jet goes into chin-smash overdrive.

Scenery-sensitive moves drain your block bar, for some never-explained reason. But they look nice.

"IN HONG KONG, YOU'D ALREADY BE DEAD..."

RISE TO HONOUR

Guns, goons and the world's premier ass-whupper in action. It's all kicking off...

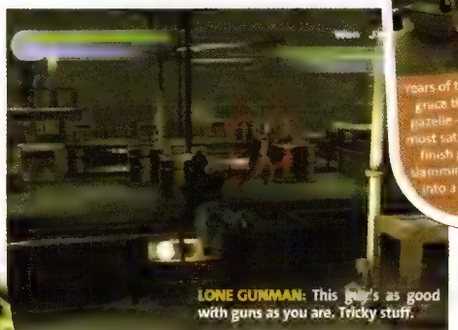
'There's only one way to get good at fighting' advises John Self, psychotic protagonist of Martin Amis' Money – 'Do it a lot.' And it's true – however much you watch Drunken Master and daydream about possessing mad ninja skills, the first time you actually try to hit someone you'll probably scuff it. Learning martial arts is even worse – unlike, say, punching someone in the face, moves from styles like Ba Gua and Hsing-e are initially so awkward that you'll probably get worse before you get better.

Surprisingly, it's the same for Jet Li. Where archetypal scrolling scrappers like *Final Fight* gave you two moves and an occasional bit of lead pipe, *Rise To Honour* dispenses with buttons almost entirely and ruins your PS2-brain in the process. Slapping the right analogue to punch and kick's counter-intuitive to the point of madness – it feels limited, barely makes sense and hurts your thumb. Persevere, though, and it flows surprisingly well, letting Jet dish out the knuckles on all sides with barely a trace of effort. Similarly, the grab-drag-throw system's unbearably clunky at first, but eventually the multi-fingered process of slinging a goon through a fish tank becomes second nature. Other context-sensitive elements are less impressive – jumping off walls feels so random it's hardly worth bothering – but the buttery-smooth animation links moves beautifully. Blocking and countering's fairly simple, while incidental touches (Jet foot-flicking a chair into his hands, say) give extended paggas the elegance that was missing from Crouching Tiger. Boss battles are spiced up with extra elements of context-sensitive grappling – Christ, there's even a smattering of co-operative fighting a la Romeo

HOSPITAL PASS: See all those trolleys? You can only use about half.

THE MONEY SHOT

Years of training, more grace than an ostrich ballerina – and yet the most satisfying way to finish goons is still slamming their head into a table. Lame.


LONE GUNMAN: This guy's as good with guns as you are. Tricky stuff.

DOT.COM

www.jetli.com

Check out Mr Li's website for a trailer of Danny The Dog, where he plays an educationally-challenged cage fighter who Morgan Freeman teaches about life...

GAME DIGIT

700

The fee – in dollars – Li got for his film debut in 1979's Shaolin Temple. In comparison, he raked in a reported $7 million for The One. What a bargain.

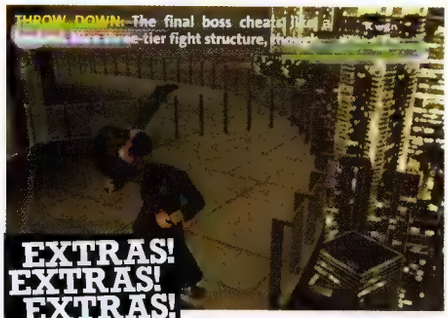
TOP 5 JETS

- ... from Gladiators
- ...from West Side Story
- Benny 'The Jet' Urquidez
- Jimbo
- A MiG-29

ONE OFF THE FIST: The control system comes into its own when Jet's hopelessly outnumbered. Twirly.

DRUNKEN BLASTER: Bartenders hoying cocktails at the enemies is quite a nice touch.

HAND A SEAT: You can't carry chairs, but they're nice throwing weapons.



THROW DOWN: The final boss cheats like a [illegible] three-tier fight structure, though.

EXTRAS! EXTRAS! EXTRAS!

Unlockables

- Among the unlockable films there's a Making Of featuring... Jet himself, smothered in an ungodly number of ping-pong balls. What were you expecting?
- There's also the opportunity to listen to the soundtrack, if you fancy bopping along to 'choons like Alley Chase just one more time.

Must Die. The only real problem is that it's tricky to pull off specific moves with any consistency. Jet's slickest nose-cruncher is the infamous No-Shadow Kick from Last Hero In China, but he does it almost at random – there's no obvious way to repeat it with any effectiveness. Still, an hour in, you'll be proficient enough for it to actually look like a 'proper' fight from a 'proper' Li film. Crucially, bystanders'll want a go, and you'll smirk as the painful learning process starts again.

Other sections, unfortunately, don't keep up the standard. The shooting bits are a welcome diversion from all the hitting – quick bursts of ballistic mayhem that effortlessly better *True Crime*'s control system with more twin-stick chicanery. Flicking R3 in the direction of two goons locks onto them individually, with the standard slow-mo dive. Holding L2 locks onto

SPRINT IMPERIAL: Pull down on the stick, [illegible] occasionally and that's it. Yawn.

FISTS OF FURY

Jet's been practicing punching people since he was eleven. He's been shooting people (in films) since about 1992. He's *never* done a stealth section, except for the bit from Bodyguard In Beijing where he slings torches across the room. And there's nothing that good in *Rise To Honour*.

[illegible] doesn't hit the ladies.

[illegible] barrels! The *barrels!*

[illegible] Christ, not again.

"BRAVE AND OVER-AMBITIOUS IN A LOT OF THE WRONG PLACES"

non-human targets, letting you shoot out oil barrels, crates and precariously-hung signs. It's not exactly subtle, but it's certainly fun, with one section feeling eerily like an amped-up version of the Olga duel from *MGS2*. Shooty.

The 'running' sections, though, are dreadful – they're about thirty seconds long and never get more complex than tapping R1 whenever 'JUMP' appears on the screen. However much Jet somersaults over crates while furniture's machine-gunned to splinters, it's painfully obvious that you aren't contributing much to the action. And the stealth sections? Ohhh, the stealth sections. The good bits are when Jet boings upwards to cling to a pipe Sam Fisher-style, pouncing on enemies from above. The bad bits are... absolutely everything else. The bad guys don't actually have AI – they're preprogrammed to move in certain patterns and if you step into their torch beams, it's game over. These sections might be few and far between, but that's barely an excuse – the developers would've been better off putting in more punchy bits and devoting their spare time to honing the context-sensitivity.

Another problem that rears its head as you progress is the game's longevity. It *lasts*, but that's mainly because it's harder than Mr T. In some sections, they've simply substituted 'hundreds of people' for 'balanced gameplay', up until the point where you *almost* think there's a bug in the game.

John Self probably wouldn't approve of *Rise To Honour* – too much ballet, not enough gouging – but that's no reason to avoid it. For Li fans, it's a skip down memory lane, stuffed with nice incidental touches and familiar choreography. For anyone else, it's a slightly fiddly scrapper – tougher than the sillier Hulk,but there's only one way to get good at fighting... **Daniel Griffiths**

■ Rise To Honour *is released in the UK in March.*

PSM² VERDICT

GAMEPLAY	GRAPHICS	SOUND
+ Pleasing multi-directional thumpage. – Context-sensitivity isn't quite consistent enough.	+ Silky move transitions, smashable, backgrounds. – Most bad guys look very much the same.	+ Jet Li's voice! If you know what that sounds like. – Forgettable music and ear-rattling shooting.

LIFESPAN

A good solid weekends worth of bastard-hard hitting. And there's not much in it to make you want to play it ever again.

MINUTES — YEARS

IT'S BETTER THAN...

DOUBLE DRAGON 3

IT'S WORSE THAN...

SOUL CALIBUR 2

Brave and over-ambitious in quite a lot of the wrong places, *Honour*'s a prime example of why you should always play to your strengths. Grasshopper.

71

INFOSTRIP DETAILS
Developer: RED
Publisher:
Players:
Memory:
Widescreen:
50-60Hz: No
Surround Sound:

GAMEFAX
Beat 'em up
Hard
Jap Carlo
Ice Cream

TRIVBURST

"SWORDS ARE YOUR ONLY FRIENDS – USE THEM WISELY"

BUJINGAI

A woman, loads of weapons and a giant tiger with a sword. Does gaming get much better than this? Um... yes.

Anyone remember *Gungrave*? Y'know, the crazed third-person shooter with the skeletal anti-hero armed with a missile-firing *coffin*? Pah. Well here's *Bujingai* – it's from the same brains, it's similarly short on realism and long on button bashing, but this time you're a girl – with swords. No coffins? Tsk.

You play as Lau – a girl voiced by and modelled on Japanese pop star Gackt – who is a kick-ass samurai femme fatale. She's partial to a spot of wall running, has prestigious gliding abilities and will slice and dice any thing put in front of her faster than a Ready, Steady Cook contestant. There are various terrains for her to battle through; from dense forest mazes to ancient chasms set into the side of a mountain and it all looks just great.

So, gamewise, we're off to a good start. The graphics are easily on a par with the likes of *Nightshade* and *Shinobi* (though some way short of slash legend *Devil May Cry* and even previous effort *Gungrave*, which is surprising) and the backgrounds and characters are extremely detailed. The in-game movies, showing the 'lovely' Lau in all her glory, are particularly impressive and the animation of everything on screen is as slick as an oil tanker spillage.

LIGHTS OUT The light effects spells game over for this zo

However, while the game doesn't scant on the number of different areas, variety of settings and number of things to kill, the action remains disappointingly static throughout. Hitting ◻ to make things die is about as difficult as it gets. There is a combo system used so that there's a bit more incentive to keep on pummelling away on the buttons, but basically you're just lining up young Lau on her next sashimi and bashing the 'kill' button over and over again.

Like *Nightshade*, *Shinobi*, and *Gungrave* before it, *Bujingai* uses the same plain action game formula – take on hundreds of lacklustre enemies, before being confronted with a... wait for it... giant Boss. With smarter enemies, cleverer weapon design and more stuff to do they'd have a game that lived up to the promise of the graphics.

It's a decent enough romp, but it certainly isn't worth the preposterous import fee if you've got a moody machine. And if it ever does reach these shores you'd best wait until you see it trying to fight it's way out of the bargain bin before you even think about taking it on. **Nathan Irvine**

■ *Bujingai* is available now at game importers.

RAM RAID Unlike regular farmyard animals, Mr Ram doesn't like to be petted.

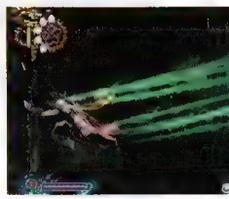
A MOVIE KIND OF LOVE

After pressing Start at the beginning of the game, you are thrust straight into the action, fighting zombies in the middle of a city. At first it seems that you have have missed the opening sequences, but hello, what's this? Once you've completed the first little section it replays the action with the credits over the top. Design your own title sequence! Spielberg beware.

LAU AND BEHOLD Enter the game and strike a pose. Nice.

UNDEAD SHRED These are the first enemies you'll meet.

HANG HIGH SAMURAI Lau can hang from certain objects and can perform swinging jumps to get to the next platform.



THE MONEY SHOT

PSM2 VERDICT

GAMEPLAY	GRAPHICS	SOUND
+ Even the most ham-fisted will find this simple to pick up and play. – Absolutely nothing new.	+ Extremely detailed world and characters. – The dodgy camera can miss the action.	+ Plenty of sword swishes and monster groans. – Becomes very monotonous very quickly.

LIFESPAN

After a day you will have had enough of this game, unless you have the patience of a (very patient) Buddhist monk.

MINUTES — YEARS

IT'S BETTER THAN...
BLADE 2

IT'S WORSE THAN...
DEVIL MAY CRY

Great graphics, but severely lacking in depth and originality. Go for *Gungrave* if you want similarly brainless (but eye-poppingly inventive) action.

62

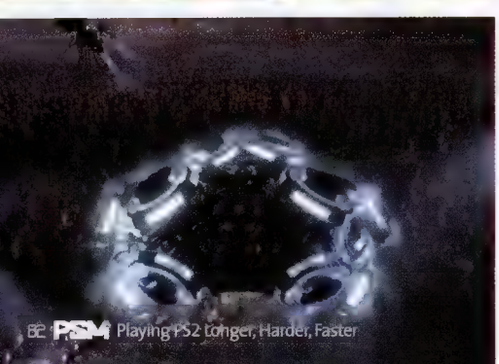
Final Fantasy: Unlimited ©FF-U SQUARE ENIX • TV TOKYO • DENTSU • FF-U PRODUCTION COMMITTEE · EXCEL SAGA © 1999 Koshi Rikdo / Shinsen Gahosha • Victor Entertainment English & Subtitled Versions © Victor Entertainment King of Bandit Jing © 2002 Yuichi Kumakura • Kodansha / Aniplex Inc. All RIGHTS RESERVED. Noir © 2001 Ryoji Tsukimura • Bee Train • Victor Entertainment, Inc. Pretear © 2001 Junichi Sato • Kaori Nanase / Project PRETEAR Slayers Return © 1996 Kanzaka Hajime • Araizumi Rui / Kadokawa Shoten Publishing Co., Ltd. • Bandai Visual Co., Ltd. • Marubeni Corporation • King Record Co., Ltd. All Rights Reserved.

"EVEN THIS CLIMACTIC BATTLE SCENE CAN'T SAVE REVOLUTIONS FROM BEING ALL WET"

THE MATRIX REVOLUTIONS

2-DISC SPECIAL EDITION

Holy Trinity or Neo nasty? Revolutions finally wraps up the over-blown Matrix.



One sound was heard around the world when The Matrix Revolutions finished unspooling in cinemas: and it wasn't the clunk of dropped jaws being picked up. It was the collective smack of foreheads as we realised that, one or two decent set pieces aside, we'd all been duped. In Neo's big quest to end the war between man and machines and to save humanity from the threat of Agent Smith's viral chaos, the Wachowski brothers had cracked open the really complicated philosophy books and forgotten how to find the fun. Sure, we marvelled at the ruck between the swarming squiddies and Zion's guns, and moments of the Superbrawl between Smith and Neo were impressive. But no one cared what happened to our heroes, because they'd become bland saviours and we were sorely sick of SFX being used where the plot failed. Which it did too many times, leaving this a whimper of a finale instead of a bang.

REVOLTING!

As you'd expect from a Matrix disc, it's packed full of information about the special effects and Making Of information is provided by every department. The battle for Zion is taken apart to explain exactly How They Did that, while there are the usual nuggets from the stars about their extensive martial arts preparations. The other cast members spout off about acting against a blue screen to cope with all the CG effects and the crew offer advice in case you ever thought about defending a huge underground complex against burrowing robo-weapons. Just don't expect much input from the Wachowskis, who, as usual, have producer Joel Silver to act as an enthusiastic mouthpiece. Solid, but nothing really innovative.

STARRING
- Keanu Reeves
- Laurence Fishburne
- Carrie-Anne Moss
- Hugo Weaving

DIRECTOR
- The Wachowski Brothers

CERTIFICATE
- 15

PRICE
- £22.99

PSM2 VERDICT

MOVIE	GOOD + BAD	DVD
+ Some truly jaw dropping special effects. – Crappy acting and cheese-counter script.	+ Hugo Weaving rules the screen. – The ending sucks like nothing ever before.	+ The disc is stacked with features you'd expect. – Some repetition of gee-whiz content.

EXTRAS

Apart from the notoriously secretive Wachowskis, this has good stuff from everyone involved. But your enjoyment depends on how much you rate (or hate) the movie.

IT'S BETTER THAN...
EQUILIBRIUM

IT'S WORSE THAN...
THE MATRIX

A damp squiddie of an ending to an extremely popular Trilogy. It tries for epic, but instead delivers boring and wanky. A real shame.

60

SCARFACE

Al Pacino introduces us all to his "leetle friend"...

STARRING
- Al Pacino
- Michelle Pfeiffer
- Steven Bauer
- Mary Elizabeth Mastrantonio

DIRECTOR
- Brian De Palma

CERTIFICATE
- 18

PRICE
- £19.99

Oliver Stone wrote the script for this iconic Miami mob drama, but he also wanted to direct it. But the studio, which had snagged Al Pacino to play unpredictable, based-on-truth main character Tony Montoya, didn't feel he was ready for such a big project. So they handed it to Brian De Palma, who ditched his usual overly stylistic tricks (aside from one or two flashy touches) and went for the grit.

Cuban jail escapee Montoya flees to America for a new life, grinding his way up from dishwasher to drugs lord. Pacino is dynamite as the uneducated thug, who is oddly calculating and ambitious at the same time. It's definitely classic Pacino; all shouty hair-trigger violence and angst about his illegal ways. Montoya will stomp on anyone to get his way: best friends, mistress and innocent civilians. But as his cocaine habit begins to take hold, can he keep it together? The answer is a bloody, bullet-laden no. If you've only ever heard about it, go buy it now.

BLOW UP

There's good stuff to be found here, though sadly De Palma hasn't graced us with a gab-track, which is unusual. Still, the Making Of documentary is an extremely good example of the genre, featuring some satasfying insights from all of the main players. These extras make it well worth the money.

PSM² VERDICT

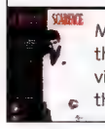
MOVIE	GOOD + BAD	DVD
+ Classic lines. And a pile of flour as big as a house – Dated slightly	+ Al Pacino at his sweary, thug-like best – Some dodgy accents	+ Insightful making-of – Rubbish "fans of Scarface" featurette

EXTRAS

Shame about the lack of commentary (Why not after all these years? It'd only take you a couple of hours frchrissakes!) That said the rest of the movie makes up for its absence.

IT'S BETTER THAN...
BLOW

IT'S WORSE THAN...
THE GODFATHER



More than a collection of cool scenes, this is gripping, urgent and brutal viewing. If you haven't seen it before then just go buy it. OK?

85

HOUSE OF A THOUSAND CORPSES

STARRING
- Sid Haig
- Bill Moseley

DIRECTOR
- Rob Zombie

CERTIFICATE
- 18

PRICE
- £19.99

Rob Zombie is the Fred Durst of death metal. No, he's not a tubby annoying gimp – he just wants to be a multimedia mogul. The bearded freaky favourite decided years ago to branch out into moviemaking and after some struggles to get the thing released (it was dumped by original studio Universal), here it is. What is it? Think The Texas Chain Saw Massacre and The Last House On The Left meets a Slipknot video. The usual assortment of nubile teens stop at an isolated petrol station and are soon drawn into a house filled with freaks and psycho killers. Its basement is loaded with dead people – hence the title. Mad and gore-filled, but one for the hardcore horror lover and Zombie fans only.

45

ALIENS: THEATRICAL AND EXTENDED VERSIONS

STARRING
- Sigourney Weaver
- Bill Paxton

DIRECTOR
- James Cameron

CERTIFICATE
- 18

PRICE
- £19.99

James Cameron re-invents the Alien myth for one of the few sequels that actually stands up to the original. Re-imagining the alien beastie threat in action movie form, he strands Sigourney Weaver's Ripley with a squad of marines sent to check out an endangered human colony. They've been invaded by hordes of the slavering, acid-blooded monstoids and time is running out... Many Alien fans will have snapped up that huge Quadrilogy box just before Xmas, but the canny distributors have realised that many of us have our favourites and aren't loaded enough to shell out for a nearly £90 box. Now you have the chance to own the original, and better, theatrical release version.

85

トクセンジョウホウトクセンジョウホウ

Films from another space and time

ANIMANIA

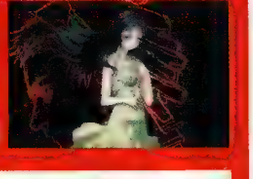
FULL METAL PANIC!: MISSION 4

A group of terrorists believes schoolgirl Kaname Chidori possesses special powers. Sousuke Sagara, from anti-terrorist group Mithril, is sent to protect her, leading to all sorts of 'hilarious' hi-jinks as he tries to fit in at Kaname's school. This features an armoured suit duel with the loser having to take a naked jog around the base. Ultimately unsatisfying.

64

ZAION VOL1.1: EPIDEMIC

Earth's fighting off an alien invasion, but rather than the standard bug-eyed monsters, the invading force is actually a virus, countered only by nanotechnology. Interesting stuff, but the series soon focuses on the love between the supernaturally-gifted heroine and a nano-soldier. As such, the underlying concept is rather diluted.



76

RAHXEPHON: ORCHESTRATION 5

Young hero Ayato has lived all his life in Tokyo, believing it to be the only city left on earth. In fact, Tokyo has been walled off due to alien invasion, and Ayato becomes the pilot of a huge mecha. This volume continues Ayato's struggle in the world outside, and he has to make several grave choices. It's all rather gritty, gorgeous and undeniably gripping. Check it out.

85

ALSO RELEASED

DEUCE BIGALOW/THE HOT CHICK

■ **Released** 15th Mar ■ **Cert** 15 ■ **Price** £19.99

Love Rob Schneider? You poor, weird person. Still, you'll be overjoyed that you can buy two of his best at a bargain price. Gross gags and silly laughs aplenty.

45

VOLCANO HIGH

■ **Released** 23rd Feb ■ **Cert** 15 ■ **Price** £19.99

As The Matrix rips off wire-fu and mixes it with MTV style, so Asian filmmakers have started to return the favour. This is the result. Think Grange Hill meets Neo...

59

THE WEST WING: COMPLETE SEASON 3

■ **Released** 29th Mar ■ **Cert** 15 ■ **Price** £59.99

If you're not into this show, you're missing out. Season Three brings terrorism, internal conflict and plenty of snappy lines. You need to be watching this.

84

AN AUDIENCE WITH KEVIN SMITH

■ **Released** 5th April ■ **Cert** 15 ■ **Price** £19.99

The man behind Jay and Silent Bob is most entertaining when he's out talking to the fans. He's witty, honest and utterly potty-mouthed. Fans need to own this.

66

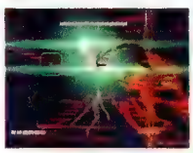
©The Kobal Collection

IT'S PSM2'S BEST 50 PLAYSTATION2 GAMES IN THE WORLD... EVER!

UPDATED MONTHLY!

RANKINGS EXPLAINED! We start with the game's score (obviously), but have taken into account how often we still play these classics. *PES3* is never off our PS2, however it's been a while since we've busted out *MGS2*... Each month we fight over the rankings and bring you the definitive Best Games Ever list!

50 REZ — 66%

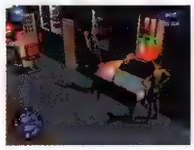


"If *Rez* was a pair of jeans, it'd have turn ups the size of Belgium and a dot.com trust sewn into the crotch" was our damning verdict, but Sega's trance-inducing shoot-em-up continues to split opinion over two years later. Transcendental genius? Or the Emperor's New Disco? Either way, it's a game everyone should play at least once. PSM2#18

NEW ENTRY!

49 THE SIMS: BUSTIN OUT — 79%

Slow-paced and relatively cerebral (juxtaposing the glamour, aspiration and banality of job hunting, dating, juggling resources and rescuing your mother from pools of her own wee), *The Sims* turned washing up and making the bed into primetime entertainment. This funkier, looser sequel sees your Sim leaving the house earning a living (at last). Tedious and yet, strangely, utterly compelling. PSM2#44



48 TIGER WOODS 2004 — 81%

Retaining the brilliant analogue control of the 2003 game, Tiger's latest and greatest is, to all intents and purposes, exactly the same as last year's but with new stuff. Exactly what you'd expect. A spookily accurate create-a-golfer feature and a World Tour mode are the most notable differences between the two versions. If you already have *PGA Tour 2003*, we'd probably advise you to stick with that. PSM2#40

1 METAL GEAR SOLID 2: SUBSTANCE
2 GTA: VICE CITY
3 MANHUNT
4 GRAN TURISMO 3
5 ICO
6 SPLINTER CELL
7 JAK 2: RENEGADE
8 BURNOUT 2
9 TIME-SPLITTERS 2
10 EYETOY: PLAY

NEW ENTRY!

47 PUYO POP FEVER — 85%

Arguably PS2's best puzzle game, Sega's bean stacker masks genius design with puffed cheeks candy pop madness. The two-player mode adds chain reaction attacks, allowing expert players to decimate a cunningly orchestrated stack with a single bean, much to the anger of their impatient rivals. Too cutesy for some – but manic and unreasonably addictive. And, hey, it's only £20. PSM2#46

46 ROCKY — 84%

Despite being developed by now defunct Liverpool code chimps Rage, this is a game which doesn't have 'Made in Stinking Britain' stamped all over it. On the contrary, it oozes quality (hell, Mr T was drafted in to promote it), with some genius touches (crowds throw bottles at you!), brilliant characters (look... Carl Weathers!) and unique training modes (punch the carcass – go on). A real man's game. PSM2#29

45 LOTR: RETURN OF THE KING — 84%

EA have succeeded in redefining what we should expect from a film license. It's genuinely exciting and immersive. It integrates film and game beautifully. There's plenty of secret characters to unlock and the orcs just keep on coming. With a co-operative two-player mode, oodles of hidden combos and some tough boss battles, EA's game is way more involving than the shiny graphics suggest. PSM2#43

44 WWE: HERE COMES THE PAIN — 88%

Controversial choice, this. It might feature a gang of sweaty men who 'grease up before entering the ring' [sigh] but it's OTT wrestling at its finest. Flaws have been fixed – small types have trouble hoofing fatties about the place, wrestlers have stats that reflect their real-world counterparts – but it's doubtful if it'll appeal to anyone. For wrestling fans though, this has everything. PSM2#43

43 MUSIC 3000 — 81%

First of all, we've got to say this isn't for everyone. Despite the straightforward way this title lets you build up your own chart-worthy tunes by moving some coloured blocks about, you'll need to be someone with a lot of spare time to realise its true potential. You'll also need a USB mic to be able to take advantage of *Music*'s impressive sound-sampling feature. If you want to make music this is genius. PSM2#35

THE BEST PLAYSTATION2 GAMES IN THE WORLD... 50 EVER!

42 NBA STREET VOL 2 — 85%

Sick of realism? Tiring of *NBA Live 2004*? Invite yourself to a supremely entertaining, 'pick up 'n' play' dose of backlot B-ball courtesy of EA Big (the guys behind *SSX*). You'll wonder why no-one's fused three-on-three arcade basketball with *SSX*'s trick system before. Honestly, it's much better than it sounds, especially with friends. PSM2#35

41 FATAL FRAME 2 — 82%

Fusing the grainy suspense of Japanese horror flick The Ring to an implied lesbonic relationship, Tecmo's spook-fest sequel is an abject lesson in how to scare the crap out of gamers. Two young girls find themselves trapped in a cursed village battling hostile spooks, armed only with a magical camera. Scarier than *Silent Hill 3*. PSM2#45

NEW ENTRY!

"TRAPPED IN A CURSED VILLAGE BATTLING SPOOKS"

40 DANCING STAGE MEGAMIX — 85%

The best way to get fit with your PS2. The idea's nutbag simple: tap out the on-screen rhythm with your feet on a dancemat. With tunes from Kylie and Sugababes you're guaranteed to get a steaming sweat on. It gets frighteningly hard later on too, and the double mat head-to-head mode's incredibly addictive. PSM2#36

39 FREEDOM FIGHTERS — 92%

The lighter alternative to *Conflict: Desert Storm 2*, eschewing realism for a fictional, more intuitive (and exciting) squad-based blast around Ruskie-occupied New York. As a result, it lacks the depth of SCi's Saddam-basher, so it won't please squad-combat purists. It's from the people that delivered *Hitman 2* to the world and we love it. PSM2#40

38 CHAOS LEGION — 86%

Another Capcom game where the stylish manner in which you despatch an enemy is just as important as how fast you do it (see *Devil May Cry*). The key to *Chaos Legion*'s appeal is the frightening amount of combat, the intriguing fighting system (where you call up your legions to help you slash the hordes) and the beautiful visuals. PSM2#39

TOP 5 ACTION GAMES

1 GTA: VICE CITY

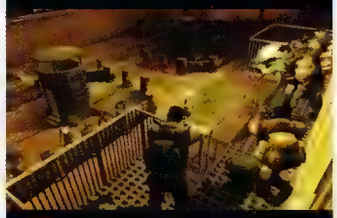
The ultimate interactive toybox; a thrilling marriage of populist shoot-anyone, go-anywhere thrills and meticulous design.

PSM VERDICT 97%

2 GRAND THEFT AUTO 3

Some think Rockstar's original crime caper eclipses the sequel in terms of atmosphere and mission structure. But not us. Soz.

PSM VERDICT 92%



3 FREEDOM FIGHTERS

Punishing, gritty and slow off the mark, but EA's squad based battler is one of the most innovative, involving games on PS2.

PSM VERDICT 92%

4 MANHUNT

Some critics couldn't wait to dismiss Rockstar's stealth epic as repetitive after half hour's play, missing out on 2004's most demanding, atmospheric game. The fools.

PSM VERDICT 91%

5 SPLINTER CELL

More gadgets than the Q laboratory, with exacting stealth and stunning lighting effects. Ultimately, the trial and error gameplay wanes, but – boy – what a ride.

PSM VERDICT 91%

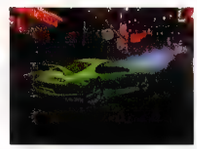
37 FIFA 2004 — 86%

EA are working hard for your £40 annual deposit. Fresh for 2004 is a new training facility, the off-the-ball feature, a menu-driven corner taking system and a Career mode which lets you step away from the actual on-pitch action. The online play is admirable, even if it makes the frame rate chug like the frikkin' Orient Express. PSM2#42

36 VIRTUA FIGHTER 4 EVOLUTION — 87%

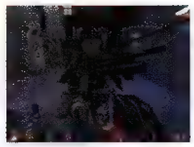
If its instant gratification you want, *Soul Calibur 2* and *Tekken 4* are your first ports of call, but Sega's premier beat-'em-up demands respect with its myriad intricacies. Enhancements include two new characters, a Japan-hopping Quest mode and AI based on the best arcade players in Japan. Brilliant, if a touch hardcore. PSM2#36

35 NEED FOR SPEED UNDERGROUND — 86%



A triumph of style over substance, with cheek-ripplingly fast burns around inner city circuits fused to drag-racing and drifting challenges. The way the game keeps bodywork mods and engine upgrades locked until you start building up your street reputation might irritate, but there's loads to find in here. PSM2#43

34 HALF-LIFE — 90%



Looking a little rough around the edges by today's standards, but still weaves a gripping story. Alien monstrosities and an unlikely hero meet in one of the most convincing game worlds ever created. You watch how everyone reacts when things go tits up... The ending leaves you shell-shocked. We're big fans of downbeat here. PSM2#16

"ALIEN MONSTROSITIES AND AN UNLIKELY HERO MEET"

33 MADDEN NFL 2004 — 87%

The most consistently entertaining sports game in history. New enhancements make a difference to the enjoyment of both beginners and seasoned coaches. In Owner mode you get to manage your club's finances; building a stadium, adjusting ticket prices and – yes! – mucking with the cost of tasty burgers. Delicious. PSM2#40

THE BEST PLAYSTATION2 GAMES IN THE WORLD... 50 EVER!

32 WORLD RALLY CHAMPIONSHIP 3 — 89%

While there's still a reasonably large quality gap between *Pro Evo* and *FIFA*, the difference between the licensed *World Rally Championship* and the licensed *Colin McRae* games is minimal indeed. *WRC* is a more demanding drive, while *Colin* is a little more accessible for those just beginning their journey into fishtail territory. Get either in da house though and you're not going to be disappointed PSM2#42

31 XIII — 87%

To end all confusion, yes, it's pronounced 'Thirteen' (not Ex-ai-ai-ai or Zree!) and yes, it proved unlucky for some (er, Ubisoft in this case). Despite critical warmth, you see, this classy FPS made little impact on the charts on its debut just before Christmas. Shame, that – it's cel-shaded sheen hides a monstrous, stylish and *bloody* tale which doesn't reveal its secrets without a really, really, *really* tough fight. PSM2#42

30 CONFLICT: DESERT STORM 2 — 88%

It's the bomb. The best 'proper' war game. Tiz the Baghdaddy! While it doesn't deviate much from the successful formula of the first game, it has a new feature where the game ends if one your four dudes dies. If their energy bar gets cut down to zero, he'll collapse and it's up to you to embark on a rescue mission. Your best choice for exeperinecing the gritty realism of war. Tight as a squaddie's... bootlace. PSM2#39

29 VIRTUA TENNIS 2 — 88%

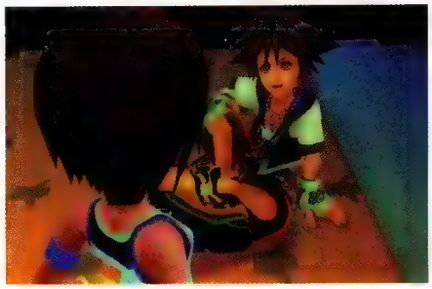
Sega's addictive multiplayer smash pips *Smash Court Tennis* to claim the title of best tennis game on PS2. A port of one of Sega's Dreamcast titles, it offers the chance to play as one of 16 top-ranked world players (except Sampras, Agassi, Hewitt or Kournikova – they're not in here). Naturally, the multiplayer's ace (sorry, er, again) – but the RPG-like World Tour is even more impressive. PSM2#30

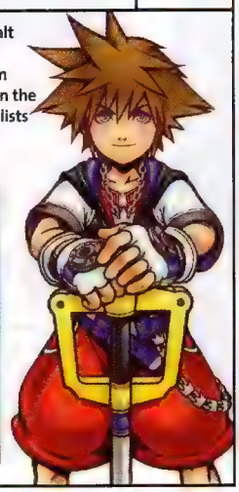
28 AMPLITUDE — 87%

Anyone who's played *Frequency* knows what to expect here, as it's that game's sequel. A bemani-styled music title where you press designated buttons in time with the rhythm of licensed tracks, re-editing the song's structure to your desire. And that's putting it mildly. It's a game whose depth appeals to 'serious' gamers and spread of popular bands entices the mainstream. Addictive and totally time-wasting. PSM2#40

27 KINGDOM HEARTS — 88%

If his head wasn't allegedly frozen in a shed in Memphis, Walt Disney might well be turning in his grave at the thought of handing over his lovingly-created characters to Square for an ambitious action-RPG. But the result is enough to make even the toughest of hard-swearing, foul-drinking videogame journalists (Dan G) go weak. Big, effortlessly entertaining and random battles you *can* avoid. PSM2#29



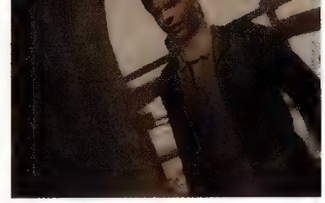


MILF'S TOP 10 GAMES

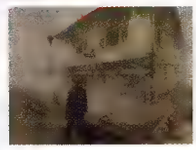
1 GTA: VICE CITY
2 PRO EVOLUTION SOCCER 3
3 GRAN TURISMO 3
4 BURNOUT 2
5 SOUL CALIBUR 2
6 TIME-SPLITTERS 2
7 MANHUNT
8 ICO
9 REZ
10 WWE SMACKDOWN! HERE COMES THE PAIN

DAN V'S TOP 10 GAMES

1 PRO EVOLUTION SOCCER 3
2 GTA: VICE CITY
3 SPLINTER CELL
4 TIME-SPLITTERS 2
5 MANHUNT
6 BURNOUT 2
7 SSX3
8 EYETOY: PLAY
9 ICO
10 JAK 2: RENEGADE



26 SILENT HILL 2 — 88%



Konami's survival horror eschews schlock for the surreal, cranking up the tension to forge one of the few genuinely unsettling games on PS2. While the third game is slicker and more action-packed, *SH2* is the more tightly plotted of the trilogy, with unnerving psychological undertones. Who can forget when James makes his final chilling revelation? PSM2#15

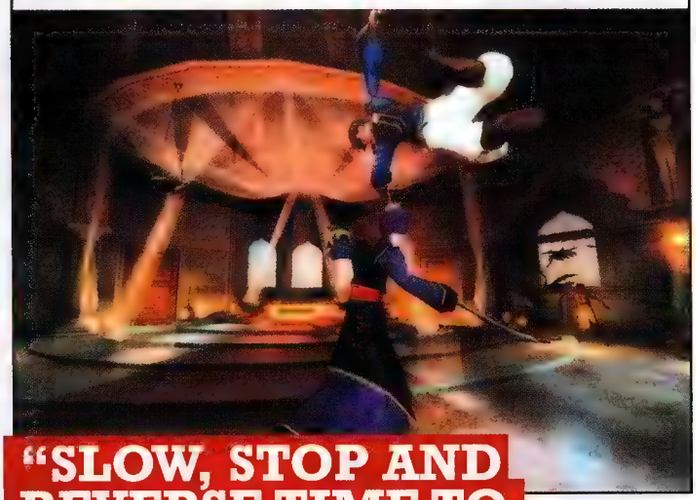
NEW ENTRY!

25 DARK CHRONICLE — 90%

The sequel to *Dark Cloud*, an RPG that combined dungeon-based combat with village building at the start of PS2's life. And what a sequel. Yes, the random dungeon exploration and combat were retained, but now it has a more intuitive town creation system, multiple characters, upgradeable weapons and vehicles and a beautiful, *beautiful* visual style that puts the original to shame. PSM2#37

24 PRINCE OF PERSIA — 87%

Ubisoft's awesome update of the trap-dodging, puzzle-solving platformer suffered from '*Splitters 2* syndrome on its release; critically acclaimed, yet failing to trigger the general public into a buying frenzy. Using the Sands of Time also allows you to slow, stop and reverse time in order to avoid a sticky end. Graphically majestic, but tarnished by irksome combat and an acute image crisis. PSM2#43



"SLOW, STOP AND REVERSE TIME TO AVOID A STICKY END"

23 HYPER STREET FIGHTER 2 — 89%

Why is a fifteen-year-old game riding so high in our top 50? Because *SF2* is the daddy of all beat-'em-ups. It's the purest multiplayer game this side of *PES3*, stuffed with vibrant character design, graced with arguably the most iconic sound effects in history. Plus, it's incredibly competitive, unnaturally deep and bundled with the 1994 Manga movie all for the bargain sum of £20. But apart from that, nothing. PSM2#46

NEW ENTRY!

22 SOCOM 2 — 90%

Of course you need to be online (with a PS2 Network Adapter) to fully feel the benefit of this third-person war sim, but it's a surprisingly good single-player game too. Online, however it really excels – this is currently the best reason to get hooked up. Great use of the headset, superb AI and a powerful engine behind the scenes make this believable and exciting. Well worth signing up for. PSM2#44

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THE BEST PLAYSTATION2 GAMES IN THE WORLD... 50 EVER!

21 TEKKEN 4 — 90%

The big change from earlier *Tekkens* comes in the form of walls. The tighter fighting environments now play a major part in your strategy, with cars, pillars and even multi-levelled fighting stages causing you to rethink your route to the enemy. It's the most well-balanced *Tekken* yet, although it's defiantly stuck in its ways. PSM2#27

20 EYETOY: PLAY — 82%

This title's actually more entertaining for everyone *but* the sap waving his arms around in front of the TV trying to clean a window or twat tiny men to the floor with his palms. It's a collection of simple mini-games and a tiny TV-top camera and it's an oinkload of fun for mainstream gamers and super-hardcore retro nuts alike. PSM2#38

"AN OINKLOAD OF FUN FOR ALL TYPES OF GAMERS"

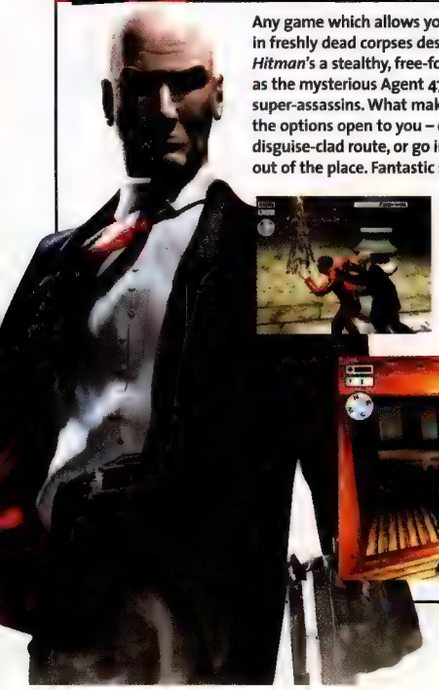
19 ONIMUSHA 2 — 89%

Capcom's samurai action adventure is one of those rare gems that's remained undiscovered by the vast majority of PS2 gamers. Not here. We love it. Correction: Dan D loves it. Mixing historical references with dead actors, a nice line in combat and some decent puzzle-solving, it's no wonder the Welshman's taken it to his heart. PSM2#27

18 RATCHET AND CLANK 2 — 85%

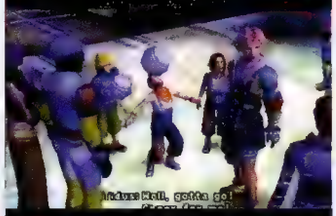
This follow up is a huge improvement to Insomniac's shooter-come-platformer. Characters are less irritating, the difficulty"s cranked up and the handling, firepower and Clank levels tweaked to near perfection. Ignore the fact that the lead characters are a furry thing and a tiny robot – this is superfine adventure gaming. PSM2#42

17 HITMAN 2 — 89%



Any game which allows you to spell out your name in freshly dead corpses deserves some recognition. *Hitman*'s a stealthy, free-form game which sees you as the mysterious Agent 47, a slaphead among super-assassins. What makes *Hitman* stand out are the options open to you – choose a stealthy, disguise-clad route, or go in and shoot the stomach out of the place. Fantastic stuff. PSM2#28

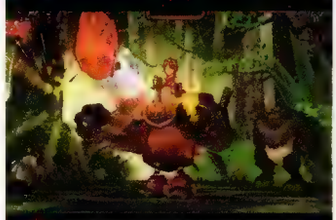
TOP 5 ADVENTURE GAMES



1 FINAL FANTASY X

Berated by some for random battles and the incredible 70 hour+ duration, but Square Enix's talent for scale, involvement and emotion remains unrivalled.

PSM VERDICT 91%



2 DARK CHRONICLE

With the ability to create your own town and fuse unlikely objects into mad professor inventions, Sony's adventure is the RPG everyone never knew they wanted.

PSM VERDICT 90%

3 KINGDOM HEARTS

If you can embrace the youthful cast of mop-haired *FF* rejects and Disney faves, this is one of the most rich, rewarding and heart warming games on PS2.

PSM VERDICT 88%

4 FINAL FANTASY X-2

It's the Square-Enix equivalent of a dance remix, as *FF10*'s Yuna settles some unresolved scores in this tighter, plot-stripped, sequel with speedier combat.

PSM VERDICT 83%

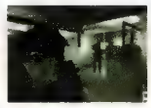
5 DARK CLOUD

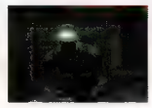
Eclipsed by its sequel, but the blend of town creation, stirling boss battles and chunky visuals make this an adventure well worth splashing twenty notes on.

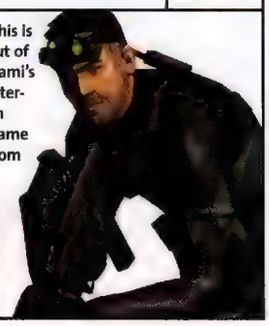
PSM VERDICT 81%

16 SPLINTER CELL — 91%

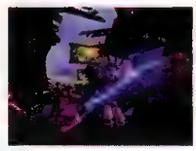
Oh dear. It's all gone a little bit Clancy. But this is solid stuff – almost knocking the stuffing out of Solid Snake himself. Slower paced than Konami's captivating stealth-'em-up, this tale of counter-terrorism, hi-tech gadgetry and a nice line in grumpy realism probably wouldn't be the same without the superbly realised graphics. Or Tom Clancy's approval. Bless him. PSM2#34







15 JAK2: RENEGADE — 93%



A darker, de-cheesed and phenomenally well-designed sequel. Takes 'action platformers' into darker territory, blending platformer mainstays with incredible combat (the gunplay's out of this world) and super-tight handling. Forget the kiddy-friendly nonsense in the first game – Jak's grown up into an angst-ridden teenager. PSM2#40

14 FINAL FANTASY X — 91%

Still the most sweepingly cinematic game on PS2. It might eat 70-100 hours out of your life. An epic tale of mop-topped Tidus, a Summoner named Yuna and a blue lion thing. If only the random battle stuff would go away, it'd be perfect. If you've got the time, treat yourself to the adventure of a lifetime... until *FFXII*. PSM2#23

13 MANHUNT — 91%

Rockstar's darkest game yet makes you feel wrong in the head. Cloaked in controversy and officially banned in New Zealand. You're the star of a TV show where you need to kill kill KILL, with the voice of the manic director egging you on to sicker deeds. It's definitely a videogame nasty and no mistake. PSM2#43

12 COLIN MCRAE RALLY 4 — 92%

The mud-loving Scotsman's done Codemasters proud again. *Rally 4* retains the trophy – but only just – from *WRC3*. Easier to get into than Evolution's title, with stunning production values, cracking car physics and pinsharp handling. It doesn't get any better than this. Where the hell can they take *CMR5*? PSM2#40

"CRACKING CAR PHYSICS AND PINSHARP HANDLING"

11 DEVIL MAY CRY — 90%

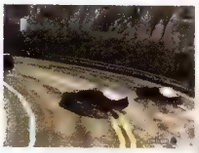
Shinji Mikami's original 2001 blast of 'stylish action' still manages to set the screen alight today. The script, voice acting and story are pile of steaming munt, but who cares? It's the electric combat that makes this game such a joy. You'll find it hard to find more satisfying sword 'n' gunplay. However, it doesn't last long. PSM2#15

THE BEST PLAYSTATION2 GAMES IN THE WORLD... 50 EVER!

10 ICO — 85%

Rising dramatically up the Top 50 following Dep Ed Dan D's intense lobbying (his original review score of 90%+ was shouted down after a three hour office debate two years ago), *Ico* is the game you never knew you needed. Devoid of guns, explosions and licensed soundtrack, it sees a horned boy take a ghostly girl by the hand and attempt to guide her through a peril-strewn adventure. The final scene on the beach... <sniff>... it's almost *too* beautiful. An evocative, soulful experience, verging on art. Miss it at your peril. PSM2#17

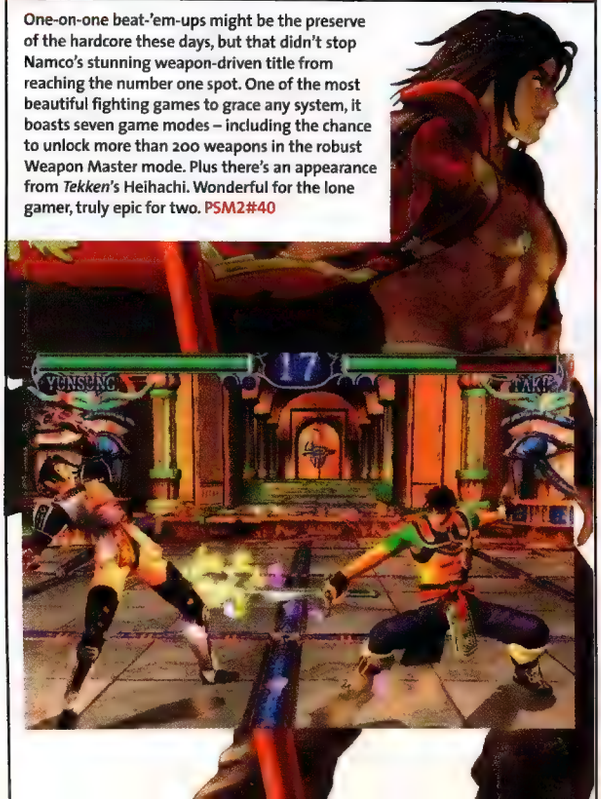
9 BURNOUT 2 — 91%



Clearly coded by a bunch of blokes that love games, *Burnout 2* is a racer that stays well out of the cock-waving battle for licensed vehicles, accurately mapped cities and hip-hop bad boy endorsement. Instead, it concentrates on rewarding your courageous (er, dangerous) driving with buttock-clenching speed. Pin-point handling, sharp visuals and stacks of play modes'll keep you coming back. PSM2#28

8 SOUL CALIBUR 2 — 93%

One-on-one beat-'em-ups might be the preserve of the hardcore these days, but that didn't stop Namco's stunning weapon-driven title from reaching the number one spot. One of the most beautiful fighting games to grace any system, it boasts seven game modes – including the chance to unlock more than 200 weapons in the robust Weapon Master mode. Plus there's an appearance from *Tekken*'s Heihachi. Wonderful for the lone gamer, truly epic for two. PSM2#40



TOP 5 DRIVING GAMES

1 GRAN TURISMO 3

Until get their finger out and get *Gran Turismo* onto shelves this summer *GT3* is still the king o' the road. Stacks of cars, great handling and, um... real dumb AI. Tsk.

PSM VERDICT 93%

2 COLIN MCRAE RALLY 04

It's not all about realism – a game has to be fun too and *CMR4* gets the balance just right. It's the premium off-roader.

PSM VERDICT 92%

3 BURNOUT 2

The fastest racer around with a gameplay system that forces you to drive even more dangerously. The collisions are so brutal you may very well shit. No shit.

PSM VERDICT 91%

4 WORLD RALLY CHAMPIONSHIP 3

Technically more impressive than *CMR4* its intense toughness is to be admired and it's fully-licensed cars give it an EA-style vibe.

PSM VERDICT 89%

5 NEED FOR SPEED: UNDERGROUND

Still a little crumbly around the edges (the speed is thanks to a rough frame rate) but this captures modded street racing perfectly.

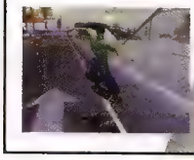
PSM VERDICT 86%

7 GRAN TURISMO 3 — 93%

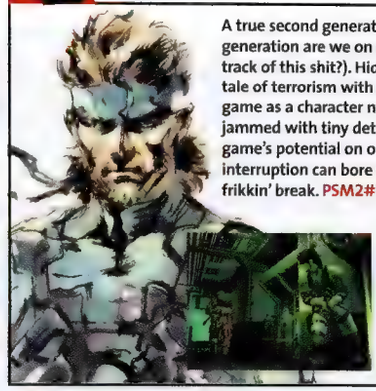
The PS2's original killer application continues to age well. It's *Pokémon* for blokes – the desire to stay up late collecting cars being truly compelling. Criticisms of the dodgems-style AI and damage-free collisions roll off its bodywork like water off a duck's back. If you've got a PS2, you've got this. It's as simple as that. PSM2#13

6 TONY HAWKS PRO SKATER 3 — 96%

While *Tony Hawk's Underground* is technically superior, with its brilliant face mapping facility and cohesive plot, Tony's PS2 debut is still the benchmark for extreme sports. Why? It simply feels tighter, with a greater variety of levels and a scalpel-tight design mechanic enabling you to maximise the reflex-sappingly deep combo system. Better yet, there's no rubbish driving sections or running around collecting objects. At £20, we emplore you to agree. PSM2#17



5 METAL GEAR SOLID 2: SUBSTANCE — 96%



A true second generation game for PS2 (what generation are we on now? Is anyone keeping track of this shit?). Hideo Kojima's hand-crafted tale of terrorism with a twist – you get to play the game as a character no-one likes – is so ram-jammed with tiny details you'll miss most of the game's potential on one sortie. Yes, the movie interruption can bore you, but give the man a frikkin' break. PSM2#20

4 SSX 3 — 90%

Just when you thought EA had squeezed everything they could out of *SSX*, along comes a three-quel, spattered over three mountains, with enough free-roaming opportunities (you just try time-trialling an entire peak in one 15-minute run...), challenges and course races to fill an entire calendar year. More forgiving than *Tricky*, and more consistently exhilarating than *Hawk's*, which is why we've selected it as our premiere extreme sports game. PSM2#41

THE BEST PLAYSTATION2 GAMES IN THE WORLD... 50 EVER!

3 TIMESPLITTERS 2 — 97%

FEATURES
- Single player and co-operative story mode.
- More than 80 playable characters.
- Nine time travelling episodes, ranging from Wild West to Neo Tokyo.
- Multiplayer with options for deathmatch, capture-the-bag and escort.

Reeks of quality, does this. Absolutely stinks of it. It's the most influential console FPS since *GoldenEye* on the N64 – and the same guys responsible for it that created *'Splitters 2*. Yet, if sales are any indication, it seemed to only truly appeal to real gamers – people like you and us – on its release. Please try to ignore the 'silly' artwork and consider that we've played every game on PlayStation 2 and rank this as the third best game in history. There's no higher praise. Unless you count numbers 1 and 2. PSM2#28

2 PRO EVOLUTION SOCCER 3 — 96%

FEATURES
- Support for up to eight players in multiplayer matches.
- New graphics engine. Watch players' facial expressions change depending on how the match is progressing.
- The chance to control one player, rather than flicking between them.
- The option to select referees (who now play the advantage sometimes).

The hills have eyes! It was a brave decision to stick conker-brained ref Pierluigi Collina on the cover of the latest *Pro Evo* – but it tapped into the real football fan and real football game fan market perfectly. (Henry? Pah! He's not even good enough to be FIFA World Player of theYear...) *Pro Evo 3*' is just sublime. It's a cliché to say it now, but lunchtimes really wouldn't be the same without it. They'd be quieter. More than 1,000,000 pre-orders were placed for the game across Europe – a million people can't be wrong. Do yourself a favour and – regardless of whether you even like football – experience a near-perfect videogame. PSM2#41

"REEKS OF QUALITY, THIS. ABSOLUTELY STINKS OF IT"

1 GRAND THEFT AUTO: VICE CITY — 97%

FEATURES
- Impressive roster of voice talent: Ray Liotta, Dennis Hopper, Burt Reynolds and more.
- Huge soundtrack of 80s songs from the likes of Flock of Seagulls, Grandmaster Flash and Cutting Crew.
- Massive game world – travel from the beach to the airport and more.
- Guns. Lots of guns...

It had to be, didn't it? The most immersive game ever. A living, breathing, crime-sodden city in the '80s which doesn't care that you're running errands for the criminal underworld – it just carries on as if you weren't there. Where else do you find over 120 vehicles, from golf buggies to attack helicopters, waiting for you to 'jack them'? Where else can you take more than 40 weapons for a 'test drive'? Where else do you get to fly an RC helicopter around before chasing down a criminal fattie with a chainsaw, stealing a bus and cruising down to the wharf, shooting up a gang and 'borrowing' their boat, then taking a sniper-shooting joyride in a helicopter, popping down to the local mall and getting yourself some new threads? Nowhere. To date this is truly the best experience that videogaming can offer. PSM2#29

"A LIVING, BREATHING, CRIME-SODDEN CITY IN THE 80S"

DAN D'S TOP 10 GAMES

1 PRO EVOLUTION SOCCER 3
2 ICO
3 SSX3
4 TONY HAWK PRO SKATER 3
5 ONIMUSHA 2
6 GTA:VICE CITY
7 SILENT HILL 2
8 TIME SPLITTERS 2
9 MAXIMO
10 MGS2

JORIN'S TOP 10 GAMES

1 GTA:VICE CITY
2 GRAN TURISMO 3
3 BURNOUT 2
4 AMPLITUDE
5 FREEDOM FIGHTERS
6 DANCING STAGE MEGAMIX
7 TONY HAWK'S UNDERGROUND
8 EYETOY: PLAY
9 ROCKY
10 TIGER WOODS PGA TOUR 2004

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COMPLETE THE GAME TO UNLOCK THE NEW GAME+ OPTION. THIS LETS YOU TO START AS KHARG WITH A KING STATUETTE AND 100,000 GOLD. WOO!

Pro

TRAINING YOU IN THE DARK ARTS OF PS2

94

SOCOM 2

Let PSM2 provide your military intelligence. We've broken down every level so you can happily live lead free.

98

PRO EVO 3

How do you make the best footie game even better? Create your favourite players and get the most out of transfers, that's how.

100

PRO DOJO

Are you a gaming master worthy of the rank of Dojo Ninja? See the achievements of PSM2 readers on the best PS2 games.

PSM2 TIPS PROMISE

PSM2 is the only mag to read for the latest tips, cheats and walkthroughs. We're dedicated to making you better at games – and here's why:

- PSM2 is staffed by PS2 experts – years of gaming experience working for the world's best games magazines means we know PlayStation 2 inside out.
- PSM2 features more walkthroughs than any other magazine because our experts take every game apart level by level. We print ultra-detailed guides with quality screenshots that actually show what we're writing about, not two pages of 'try not to get shot' or 'use ◎ to block' rubbish with shots of the CG intro.
- PSM2 is the only PS2 mag with a dedicated gamers challenge arena – the Pro Dojo. Bag prizes in our challenges and, if you can beat the hardcore tasks set by PSM2 team, star on our cover DVD.
- Because PSM2 is staffed by gamers just like you, you can be sure our tips are just that – straight-to-the-point, waffle-free game hints all written and double-checked by our crack team of experts.
- Whether it's the very latest Action Replay codes or answering your questions in Q&A, PSM2 covers the games that readers ask for, not just the big hits bought by 'casual gamers'. You get what you need month in, month out.
- PSM2 – playing PS2 longer, harder, faster!

SONIC HEROES

TIP OF THE MONTH

No, not heroes made of sound, but... oh, never mind.

Take the fastest game on the Megadrive, add a fox with two tails, a crocodile and a... pink thing and you've got... a game that isn't all that much fun. Zoinks.

Hold the ⊗+Ⓐ buttons after you select a level in the two-player mode to select metal versions of the characters. Yes, *metal* Sonic and Tails, how original... And here's how to get the other hidden extras:

TWO PLAYER BOBSLED MODE:
Collect 80 emblems

TWO PLAYER EXPERT RACE MODE:
Collect 120 emblems

TWO PLAYER QUICK RACE MODE:
Collect 100 emblems

TWO PLAYER RING RACE MODE:
Collect 60 emblems

TWO PLAYER SPECIAL STAGE MODE:
Collect 40 emblems

TWO PLAYER TEAM BATTLE MODE:
Collect 20 emblems

'FOLLOW ME' SONG:
Beat Story Mode with Team Rose

'TEAM CHAOTIX' SONG:
Beat Story Mode with Team Chaotix

'THIS MACHINE' SONG:
Beat Story Mode with Team Dark

'WE CAN' SONG:
Beat Story Mode with Team Sonic

'WHAT I'M MADE OF' SONG:
Beat the final story

SPY HUNTER 2

Normally, we'd grumble on about pesky, low-attention-span kids ruining games – but some bits of *Spy Hunter* were so hard they nearly made us cry. So: cheat on the tricky bits and enjoy the other bits. Easy. Nice to have the option sometimes, isn't it?

INFINITE AMMO
R1, L1, R2, R3, L2, L1, L1, R3, L2

INVINCIBILITY
L1, L1, L1, R3, L1, L1, R1, L1, R3

tips

GOBLIN COMMANDER:

Come on, command those goblins. Yes. Enter these codes during gameplay...

WIN LEVEL:
R1, R2, L1, L2, L1, R1, R2, △

GOD MODE:
R1, R2, R1, L1, L2, L1, R1, L2, △, R1

NIGHTSHADE

Loads of extra outfits to unlock here – handy, really, considering that the existing one stands out like... um, a red and white thing in a dark alley.

HISUI:
Beat the game on easy mode.

HISUI'S SECOND COSTUME:
Collect all 88 Clan Coins.

HIBANA'S SECOND COSTUME:
Beat the game on normal mode.

HIBANA'S THIRD COSTUME:
Beat the game on hard mode.

JOE MUSASHI:
Beat 88 stages in the game altogether. There's a counter at the bottom of the page in the

rank screen after you've completed a mission.

EX MISSIONS

MISSION MODE STAGE 1:
Collect 3 clan coins.

MISSION MODE STAGE 2:
Collect 14 clan coins.

MISSION MODE STAGE 3:
Collect 24 clan coins.

MISSION MODE STAGE 4:
Collect 35 clan coins.

MISSION MODE STAGE 5:
Collect 45 clan coins.

MISSION MODE STAGE 6:
Collect 56 clan coins.

MISSION MODE STAGE 7:
Collect 68 clan coins.

MISSION MODE STAGE 8:
Collect 80 clan coins.

SURVIVAL MODE STAGE 1:
Collect 10 clan coins.

SURVIVAL MODE STAGE 2:
Collect 21 clan coins.

SURVIVAL MODE STAGE 3:
Collect 31 clan coins.

SURVIVAL MODE STAGE 4:
Collect 42 clan coins.

SURVIVAL MODE STAGE 5:
Collect 52 clan coins.

SURVIVAL MODE STAGE 6:
Collect 64 clan coins.

SURVIVAL MODE STAGE 7:
Collect 76 clan coins.

SURVIVAL MODE STAGE 8:
Collect 8 clan coins.

TIME ATTACK MODE STAGE 1:
Collect 7 clan coins.

TIME ATTACK MODE STAGE 2:
Collect 17 clan coins.

TIME ATTACK MODE STAGE 3:
Collect 28 clan coins.

TIME ATTACK MODE STAGE 4:
Collect 38 clan coins.

TIME ATTACK MODE STAGE 5:
Collect 49 clan coins.

TIME ATTACK MODE STAGE 6:
Collect 60 clan coins.

TIME ATTACK MODE STAGE 7:
Collect 72 clan coins.

TIME ATTACK MODE STAGE 8:
Collect 84 clan coins

NFL STREET

It's football... only on the *street*. And it's American Football. So it's nothing at like football, really. It's more like fighting. Anyway, enough of this babble. Enter the following codes at the password screen.

UNLOCK ALL EIGHT ALL-STAR TEAMS:
AW9378

UNLOCK ALL STADIUMS
Travel

UNLOCK NFL LEGENDS TEAM
Classic

UNLOCK TEAM KAYSLAY
KaySlay

UNLOCK THE EXECUTIONERS TEAM
Excellent

UNLOCK THE NFC WEST TEAM
NW9378

INSTANT AKUMA

SF2's hardest character's still lurking at the back...

Nostalgia ahoy! This cheat actually worked in the arcade version of *Street Fighter 2*, but the timing's so tricky you'd normally end up picking Ryu instead. Basically, you need to go over the following characters in order, pausing for three seconds on each one. Then, as you finish counting on Ryu, hit all three punches and Start. The order goes: Ryu, T.Hawk, Guile, Cammy, Ryu. It's well worth the effort of repeated attempts, mind – you get aerial fireballs!

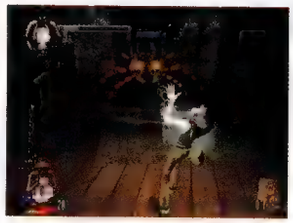
MAFIA

Bada-bing! Loads of cars to unlock – literally – in this slice of 1930s mobster life. But only a couple of genuine 'cheats.' Fuggedaboudit!

BIGFOOT TRUCK:
Get first in all of the races in the Championship mode.

UNLIMITED AMMO:
Complete the game once, then start a new game.

THE HAUNTED MANSION



Just like the film! Apart from not having Eddie Murphy in it and having a completely different plot. Hmm...

INVULNERABILITY:
□, ○, ○, ○, □, ○, △, ✕

LEVEL SELECT:
○, ○, □, △, △, □, ○, ✕

UPGRADE WEAPON:
□, □, △, △, ○, ○, ○, ✕

PLAY AS SKELETON ZEKE:
△, ○, □, ✕

DOWNHILL DOMINATION

Think this sounds like something that might be on the 'menu' at a private gentlemens' club in London? That's where you're wrong – it's all about bikes. And it isn't nearly as exciting as it sounds. Still, eh?

$2,000 INSTANTLY:
→, △, △, ←

ADRENALINE BOOST:
↓, ←, ←, →

ALWAYS STOKED:
↓, □, □, ←, ○

ANTI GRAVITY:
↓, △, □, □, ↑

COMBAT FREE CODE:
←, □, ○, □, ←

COMBAT UPGRADE:
↑, ↓, ←, ←, →

ENERGY RESTORE:
↓, →, →, ←, ←

FREE MONEY:
→, ↑, ↑, ○, ○, □

INFINITE BOTTLES:
↑, ✕, ←, ←, ○, ○

MEGA FLIP:
→, ↑, ↑, →, →, □

SPEED FREAK:
↓, →, →

STOKE TRICK METER:
↓, ←, ←, →, →

SUPER BUNNY HOP
↑, ✕, ←, □, ↑

UNLIMITED ENERGY
↓, △, ←, ←, □

ACTION REPLAY CODES!

THE BEST NEW CODES FOR YOUR ACTION REPLAY 2

You must enter the M code first for these codes to work.

CASTLEVANIA (M)

0E3C7DF2 1853E59E
EE50026A BC178FFA

Max Gold	DE28413A
DE284C5E	036CEA03
C1999B83	Max
Max Health	Constitution
DE284CBE	DE2841C2
036CEA03	036CEA03
Infinite Health	Max Luck
DE2841A6	DE2841CE
036CEA03	036CEA03
Max MP	All Skills
DE284C7A	DE2842DA
BCAA2122	BBA89A82
Infinite MP	Giant Belmont
DE284C06	DE284D2E
BCAA2122	FCA99B83
Max Hearts	DE284D2A
DE284CBA	FCA99B83
036CEA03	DE284D36
Infinite Hearts	FCA99B83
DE284C46	Small Belmont
036CEA03	DE284D2E
DE2841A2	FBA99B83
036CEA03	DE284D2A
Max Attack	FBA99B83
DE28413E	DE284D36
036CEA03	FBA99B83
Max Defense	2D Belmont
DE2841DE	DE284D36
036CEA03	FAA99B83
Max Int	

MAXIMO VS ARMY OF ZIN (M)

38T3-22FK-ZHXF5
7NDD-1UBT-8TCWP
VFE7-FK9B-M32EA
KQEK-5ZFB-F8UP9

Super Code (Infinite health, specials and Grim Time)	Never Pay When Buying Stuff
Y22V-KWF3-G75WT	2JPJ-QFED-M2G6J
88VK-9GEA-T33YA	FEZG-P371-BHG1G

SONIC HEROES (M)

GX7V-KGGT-CXFAR
KZ2P-1YND-MZYCQ

Have 999 rings	Start With All Characters At Max Level
V773-FXQ7-NBZGZ	PFPX-H21B-6EQCX
A212-KRDF-9TEXN	CTTR-5K5B-2TGRD
Have 99 lives	ZMUV-QXXQ-TMQ94
3X9E-ZM1Y-3AMCZ	
DJ23-ZCBE-XK5WB	

"SHOOT FIRST AND ASK QUESTIONS (VIA OPTIONAL HEADSET) LATER"

SOCOM 2: US NAVY SEALS

'Move it, soldier!' Sadly, it's not always that simple. That's why we've given you a guide to every last bit of *SOCOM 2*. Lock 'n' load.

ALBANIA: OPERATION RAPID KILL

SEEDING CHAOS

Objective: Remain Unseen
Kill the first two terrorists with your scope after they've finished chatting, then head along the road finishing off everyone you come across. Head into the broken church.

Secondary Objective: Move To Delta
Simply order your team to stealth to delta. How easy is that?

Objective: Infiltrate Village
There's a terrorist sniper on the southeast hill in this section, but otherwise it shouldn't give you too much trouble.

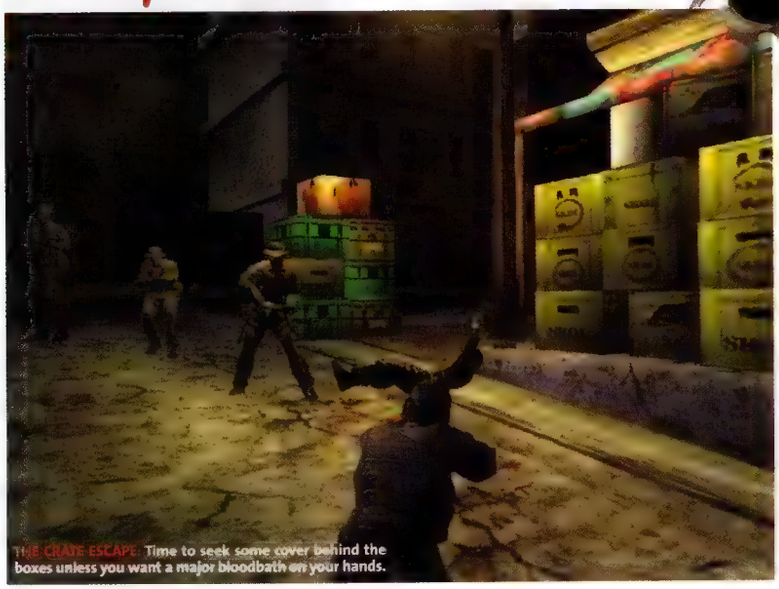
Objective: Place Satchels
There are terrorists on the road, in the garage by the gas pumps, one by the barn, one in the barn window as you get close and one roamer. Put the satchels in the barn on the crates (Juliet location) and tell your team-mates to deploy explosives on the R (Romeo location).

Secondary Objective: Capture Foreman
From the gas station (Romeo) head north into a big building open the door. As soon as you come in head up the stairs... and there he is!

Bonus: Delivery Time
If you're quiet in the house and listen in you can get this bonus objective.

Secondary Objective: Capture Foreman (Continued)
Wait for the foreman's assistant to come to the door and kill him silently. Flashbang the foreman and cuff him to get the bonus.

Objective: Move to Extraction at Zulu
Head to the Z on your radar to extract – if you have the foreman with you make sure he is following.



THE CRATE ESCAPE: Time to seek some cover behind the boxes unless you want a major bloodbath on your hands.

CRAWL TO VICTORY: Caution is always the better part of valour and the squad are taking no chances here.

SEALS LOVE WATER: Wet socks are the least of your worries as you traverse this exposed canal system.

TERMINAL TRANSACTION

Secondary Objectives: Locate and Secure Guard Post
Head east until you're against the train, slowly move north and continue moving – you'll see the guard post. Kill all the guards without them seeing you.

Objective: Infiltrate Complex
Go past the guard post and head west till you reach the back of a train to your right. Stop just before it and kill the terrorist in front of you. From the train car continue west until you reach a truck, head west and go into the sewer.

Objective: Secure Factory Complex
The only real trouble here's the building with the tank outside. Throw in a flash and storm it – there will be one terrorist by the door and two prone aiming at the door. Sweep-clear the rest of the factory. And on the way...

Secondary Objective: Find Contacts List
It's on the table. Duh.

Secondary Objective: Training Video
It's on the desk in the upper room.

Bonus Objective: Weapons Secured
Head toward the crates by the garage door exit to complete this bonus objective.

Bonus Objective: Capture General Rugova
He's on the third level of the factory. Throw a flash bang in and restrain him, then pick up his digital camera. Kill the rest of the terrorists from the roof.

Objective: Move to Extraction
Follow the star on your radar – when you come to the gate use your C4 to blow it open.

UPLAND ASSAULT

Objective: Neutralize the Aide-De-Camp.
Head for the building to the north, then sling a flashbang over by the cars. Capture the aide-de-camp or shoot him – it doesn't really matter.

Objective: Neutralize Castrioti Sesseri
Enter the mansion through the front door and kill the five terrorists inside. Head through the kitchen and down the stairs, then head through the other room and down the other set of stairs. Head through the wine cellar and out the back. Head north to the guard tower, murdering people as you go. Go through the cabin and through the double gate south of the cabin. Head west and jump over the small wall, then go through the door. After going straight through the next door ahead you will see a cutscene. From there head up the stairs – turn left from the top and in the next room you'll see Castrioti. Kill him.

Bonus Objective: Collect Nautical Map
It's on the table in the dining room.

Bonus Objective: Collect Laptop
On the table in the building next to the garage with the truck.

Objective: Neutralize Pius Platz
Leave the room and head straight through the door that leads outside kill both of Pius Platz's bodyguards then quickly capture or kill him.

Objective: Move to Extraction
From there just head to extraction by following the X on your radar or Zulu.

BRAZIL: OPERATION GOOD NEIGHBOURS

URBAN SWEEP

Objective: Clear Insertion Area:
Kill everyone. The only tough bit's where you come across a woman with a shotgun near the cartons at the end.

Objective: Rendezvous with Ragbag
Run around the other side of the cartons to the woman's corpse. From here if you look northeast you should see a staircase behind a gated door. Head up the staircase and go up to the room and watch the cut scene. After the cutscene, stroll back down the stairs to see a new open door. Head up the stairs, kill the terrorist head, take a

THE QUICK AND THE DEAD: It's situations like this when you're glad of the SEAL team backing you up. Think fast.

AT EASE SOLDIER: The team rest after a long night hunting the enemies of the free world.

right, open the door kill the two terrorists and save Ragbag. Phew.

Objective: Collect Information
Follow Ragbag until he stops by himself wait for him and follow him to the truck. Shoot the terrorists as the windows open in the truck.

Objective: Eavesdrop On Meeting, Locate Leader and Keep Vandal Alive
Nothing especially tricky here. Just be sure that all of the Fireteam members are completely on the second floor before getting into the prone position. A glitch sometimes causes one of the members to die for no obvious reason if you don't.

Objective: Locate Hideout
Once you've left the building, take the next left and continue down the alleyway. From there take a right and head into the small shack ahead. From here you should be able to see a terrorist straight ahead on a turret. Take her out. Head out the opposite side of the shack and head across the bridge continue going straight until you get into the hideout.

Bonus Objective: Collect Lab Map
Head straight through the door and the lab map will be sitting on a table in front of you.

Objective: Restrain Leader
From the table turn right and up the next flight of stairs. Proceed into the next room past the turret, there will be one enemy in front of you who will probably turn over a table and hide for cover. From there proceed through two double doors, which are on the right. The leader can be in any of the four rooms ahead – she'll be marked with a hostage sign. Kill the terrorists quickly or they'll shoot her when she surrenders.

Objective: Extract Leader
Proceed out of the base from the same way you entered from there. Head across the bridge killing all the terrorists. From there it's a straight shot to the extraction point.

Covering fire is an essential tactic in securing extremely exposed locations such as this one.

STRANGLEHOLD

Objective: Intercept Radio Frequency
Go south from the start point until you see two terrorists talking. Take them out quickly and silently. Continue around back of the shack, then instead of heading up the stairs head straight around the left side of the shack and there will be one terrorist around the corner on a turret. Head into the shack and get the signals for the radio. *Don't* shoot it.

Objective: Locate Lab
It's plain sailing until you hit the guard tower. Nearby, you'll see a small shack. From inside the shack look Southeast and you'll notice a hill go up the hill when you reach the top take a right. Near the end you'll notice a ladder sticking out of the ground. That's the lab.

Objective: Demolish Drug lab
Quickly turn off the lights by using the switch on the left side of the wall. From here look around the corner and kill as many drug workers as you can from where you're standing. You'll have to tell the fire team to deploy explosives on the drug barrels.

Objective: Stop RAFB From Escaping
Once you kill all of the drug workers this objective will be complete.

Objective: Demolish Plane
Bravo to Charlie like the cutscene tells you to and tell them to hold position. Ignore the helicopter, continue down the hill and make sure you're not spotted. Frag the plane.

Objective: Call In Helo For Support
Tell Bravo to follow. Then head around the back end of the hangar from here and continue down the

THE ART OF CAMOUFLAGE: Believe it or not this pastoral scene conceals an entire squad of well hidden operatives.

path until you run under the bridge. Tell Bravo to deploy red smoke.

Objective: Extract Via Canyon
You must hold the terrorists off until the extraction helicopter sets down for extraction.

HYDROELECTRIC

Make sure you don't capture any terrorists on this one.

Secondary Objective: Recon Enemy Patrols
From the start point head northeast until you are near the power poles and snipe the guy ahead of you. Then look straight with your scope and you will see two terrorists and recon will be complete.

Objective: Insert into area and infiltrate dam
Easy. Just make sure you disable the cameras on the way in.

Bonus Objective: Stealthy Insertion
If you were not spotted by the terrorists or cameras you will get this bonus objective.

Objective: Secure Dam
Kill all the terrorists. Easy, eh?

Objective: Disarm All bombs

Bomb 1: The first bomb's on your right as you come to the bottom of the stairs.

Bomb 2: Head out of the door closest to the technicians, down the path and shoot the two terrorists. In the back of the room you should find and defuse bomb 2.

Objective: Neutralize Terrorist Leader
When you reach the kitchen, the terrorist leader will probably be to your right by a mini refrigerator. If not she'll be found by the last bomb and you'll have thirty seconds to kill her and disarm it.

Bomb 3: The bomb is hidden in the back of the room. If the level doesn't end and the Secure Dam objective isn't complete, you'll have to search the area to eliminate the remaining terrorists to finish.

ALGERIA: OPERATION KEEPING FAITH

GUARDIAN ANGELS

Objective: Locate CHA Personnel
After destroying the tank, turn around and head back down the road and continue following the road until you notice a walk sign. From there head straight and down

Pro Tips

TRAINING YOU IN THE DARK ARTS OF PS2

THE SOLDIERS: The squad suffer from the lack of central heating in third world buildings.

a small flight of stairs. Around the next corner is the CHA agent. Tell Bravo to hold his position.

Objective: Clear Out Snipers
Dodge the terrorists until you can take out the laser designator, then peek out on the side of the pillar and aim at the building with the snipers. Watch the cutscene.

Objective: Rescue Aid Worker
Move out from behind the pillar and walk straight down the street. There will be three terrorists further down the street. Once you kill them head back to Bravo and escort everyone to the extraction point.

PROTECT AND SERVE

Silently Secure Market
From the start head south down the road. Head west and continue south, the cutscene will start with two terrorists talking – eliminate them quickly without them noticing you. From there kill as many terrorists as you can. Do it silently.

Objective: Destroy Enemy Tanks
From the area where you killed the first few terrorists head straight until you meet the back wall, then take a right. As soon as you reach the end you will be in a fenced area, from there take a left and turn to the right and run into the middle of the road. There will be a tank running over a car. Shoot a rocket at it and destroy it. Send your team to fire at will at the terrorists.

Objective: Rescue CHA Troops
After taking out the tank, turn around and head down the street – beware of the snipers in this area. Afterwards you will notice a building with two towers and pointy tops. Head inside to find the first CHA soldier. Aim your crosshairs at the soldier and say 'soldier pullout.'

Secondary Objective: Destroy AA Guns
Get your team to do the dirty work – once you see the AA gun just put your scope's crosshairs on it and say 'place satchel.'

Bonus Objective: Snipers Neutralized
Once you're at the tank you've found the perfect spot to scout around for snipers. Go nuts.

Objective: Rescue CHA Troops
From the AA gun head east to the second burning bus and you'll find the CHA soldier. Place you crosshairs on the CHA and select 'soldier pull out.'

AGAINST THE TIDE

Objective: Reach US Embassy
Again, this is all about killing terrorists. The easiest route into the embassy is probably up the set of boxes by the side window.

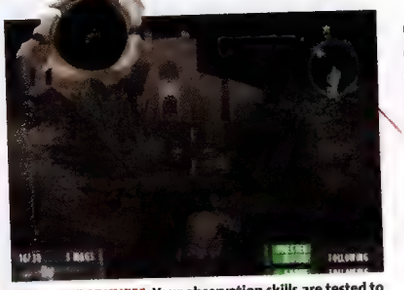
Secondary Objective: Find Embassy Personnel
Head straight down the hall and you will find the first embassy employee. The second one's around the oval balcony. Restrain both.

Objective: Defend Embassy
Take a right and head up the three flights of stairs. You will have to hold out for ten minutes – hide the Embassy Employees in the east back corner. Tell your fire team to hold position and fire at will.

Objective: Extract Personnel
Head to the star on your radar or the Zulu extraction point, which is on the roof. Throw your red smoke grenades in this area and the chopper will come to pick you up.

GROUNDHOG DAY: Vandal and Wardog get back to nature as they approach an enemy position.

TO BALDLY GO: You can capture enemies if you're feeling kind but the best way to be sure is to shoot them dead.



INTO THE DARKNESS: Your observation skills are tested to the limit on the risky night approach to this complex.

RUSSIA: NUCLEAR TERRORISM COMES HOME!

OPERATION STORMCLOUD

Secondary Objective: Eliminate Truck Personnel
From the start point head straight and up the first hill to your right. Here you should be able to shoot the three terrorists by the truck without them spotting you.

Secondary Objective: Recon Entry Point
Actually, this one's a bit misleading. It means 'kill all the terrorists'. Simple?

Secondary Objective: Locate Facility Map
Go into building H and pick up the map on the table.

Objective: Locate Fabrication Lab
After leaving building H, continue through the west side of the building and go south. Go south around the Kellski building, then head into the plane hangar and through to building C.

Secondary Objective: Locate Nautical Map
Head back to the entrance and to the left you should notice a ramp heading up and a table next to that with a nautical map on it. Easy.

Secondary Objective: Locate Frequency Book
It's on the desk in building A.

Objective: Destroy Fabrication Lab
When you get the okay through your headset hold ⊗ to place the satchel in the fabrication lab. Head back up the stairs and out of the building as quickly as possible. Ignore the terrorists and sprint for it before the building explodes.

Objective: Eliminate Enemy Personnel
Self-explanatory, really.

GUIDED TOUR

Objective: Gather Intel At Area 1
Tricky. From the beginning tell Bravo to attack to Charlie and wait for them to clear the area. Once they reach the middle of the base a helicopter will take off – shoot it down. Tell Flatfoot to follow and head to Bravo's position. Shoot out the camera by Bloodshot and Pointer. Tell Flatfoot to hold with Bravo. From there, sweep clear the terrorists until you reach the circular corridor around the main room. Aim at the pad next to the huge barrel on the beam and tell Flatfoot to 'take item.'

Objective: Gather Intel At Area 2
Head back up the stairs to where Bravo was holding position. Tell Bravo to attack to Delta and wait until they reach the Delta point. After Bravo reaches Delta, continue to cover Delta and watch out for a perimeter guard around the base at delta. Tell Flatfoot to hold position with Bravo once again. Head into Building 2 and repeat the 'take item' process with Flatfoot.

Objective: Gather Intel At Area 3
Head back up the stairs to where Bravo is stationed and tell them to attack the final location, which is Echo. After they reach Echo proceed to Echo with Jester and Flatfoot killing any remaining terrorists on the way. From there, tell Bravo to follow you into the base – you'll find the final bit of Intel next to a phone on the wall.

Objective: Move To Extraction Zone
Tell Bravo to attack to Foxtrot and they'll lead the way.

DOOMSDAY DELIVERY

Objective: Secure The Bridge
Or, in other words, 'kill all the terrorists on the bridge.'

Objective: Disable Explosives
There are two bombs in each room – one's a decoy and one's real.

Secondary Objective: Disable Bomb 4
From the bridge, head back down both flights of stairs and to the left. There will be a bomb in a room full of terrorists – disarm it.

Secondary Objective: Disable Bomb 3
Find the room with loads of crates on the upper level. You'll find bombs on the west wall and the southeast corner. One's a fake.

Secondary Objective: Disable Bomb 2
Head out the same way you came in and watch out for terrorists patrolling the hall. Head straight through the next door and take the first door on the right. Head into the first room on the right – the bombs are in the middle and on the right.

Secondary Objective: Disable Bomb 1
Head back out and proceed down the hall to the third room on the right, with bombs on the back northeast wall, one in the middle (surrounded by crates) and one in the southeast corner.

Objective: Signal All Clear
If you don't get this, just kill all the terrorists. Then get to the anchor point on the bridge and pop the red smoke. All clear!

GREEN AND NOT HEARD: The final mission in this factory complex requires serious caution and much patience.

Partymob.com makes more of your mobile 09064 004665

MONOPHONIC AND POLYPHONIC TONES

MONOPHONICS FOR • NOKIA • SAGEM • SAMSUNG • MOTOROLA • SIEMENS
POLYPHONICS FOR • NOKIA • SAGEM • SAMSUNG • SHARP • PANASONIC • MOTOROLA • SONY • SIEMENS

INSANIA - peter andre	113590	AIR HOSTESS - busted	113414
CHA CHA SLIDE - dj casper	113506	THE WAY YOU MOVE - outkast	113173
HEY MAMA - the black eyed peas	113460	YOUR GAME - will young	113444
SHUT UP - the black eyed peas	113123	NAUGHTY GIRL - beyonce ft. lil kim	113292
TAKE ME TO THE CLOUDS ABOVE - lmc vs u2	113456	FEELING WAY TOO DAMN GOOD - nickelback	113500
TOXIC - britney spears	113435	LOVE IS ONLY A FEELING - the darkness	113516
SOMEBODY TO LOVE - boogie pimps	113359	POPPIN THEM THANGS - g-unit	113564
ME AND MY MONKEY - robbie williams	113443	YOU FREAK ME OUT - girls aloud	113520
IN THE MIDDLE - sugababes	113604	SHAKE YOUR COCONUTS - junior senior	113522
HERE 4 ONE - blazin squad	113420	NO MATTER WHAT YOU DO - ben benassi	113575
BABY I LOVE U - jennifer lopez	113353	CATCH ME WHILE I'M SLEEPING - pink	113576
IF I CAN'T - 50 cent	112601	FORCA - nelly furtado	113586
OBVIOUS - westlife	113428	FIGURED YOU OUT - nickelback	113587
RED BLOODED WOMAN - kylie minogue	113411	MYSTERIOUS GIRL - peter andre	113591
THANK YOU - dido	113455	BREATHE EASY - blue	113598

CHART

DON'T LEAVE HOME - dido	112332
LOVE ME FOR A LITTLE WHILE - chantay savage	113304
NOT IN LOVE - enrique iglesias feat kelis	113000
HERE 4 ONE - blazin squad	113420
TRY - nelly furtado	113382
LEAVE RIGHT NOW - will young	113165
ALL THIS TIME - michelle mcmanus	113427
JUMP - girls aloud	113193
CRY - alex parks	113447
LADIES NIGHT - atomic kitten	113222
STILL ON MY MIND - jamelia ft shaznay	113365
SUPERSTAR - jamelia	113365
MAD WORLD - m.anthonee ft. gary jules	113363
CALL OFF THE SEARCH - katie melua	113368
WITH A LITTLE HELP... - sam and mark	113570
THESE ARE THE DAYS - jamie cullum	113310
LEFT OUTSIDE ALONE - anastacia	113316
SUNRISE - norah jones	113328
FALLEN - sarah mcleachlan	113571
CHANGES - ozzy & kelly osbourne	113240
WHAT ABOUT ME - shannon noll	113625

REGGAE

I'M STILL IN LOVE WITH YOU - s-park ft.	113018
SIGNAL THE PLANE - sherbert man	113309
TURN ME ON - kevin lyttle	113110
GET BUSY - sean paul	112534
ME NAH GO - sean paul	113295

HIP HOP

HEY YA - outkast	113014
MILKSHAKE - kelis	112265
P.IMP - 50 cent	113281
X GONNA GIVE IT TO YA - dmx	113301
STUNT 101 - gunit	113352
FORGET ABOUT DRE - dr dre	111138
21 QUESTIONS - 50 cent feat nate dogg	112282
HYPNY - fabolous	113617
SMILE - gunit	113608
GHETTO CHILDREN - kelis	113611
I'M REALLY HOT - sisqo dmx	113612
[illegible] - [illegible]	113622
INTO YOU - fabolous	112316
5 MILE - eminem	112313

DANCE

WE THE BEST - destiny's child	113480
I GOTTA FEELING - black eyed peas	113502
FLY WITH THE WINGS OF LOVE - ofra haza	112705
FEELING FINE - chicane	113338
PRETTY GREEN EYES - atlantic	113177
SUMMER JAM - underworld vs cassidy	113114
CRY LITTLE SISTER - gerard butler vs	113165
BE FAITHFUL - fatman scoop	113306
WHY? - [illegible]	113307
WHY? - [illegible]	113307
TOUCH IT - kelly jones	113388
BOYS OF SUMMER - dj sammy	112257
AS THE RUSH COMES - motorcycle	113390
LOVE ME RIGHT - angel city	113162
ROCK YOUR BODY ROCK - timmy mallett	113417
MARIA - scooter	113539
SO CONFUSED - 2 play	113492

R & B

WHERE'S THE LOVE - the black eyed peas	112280
BREATHE - blu cantrell feat. sean paul	112521
BABY BOY - beyonce knowles feat sean paul	112222
ME MYSELF AND I - beyonce knowles	112283
ANOTHER DAY - honor	113354
CAN'T GET ENOUGH - mario	113361
I'LL BE LOVING YOU - [illegible]	112274
[illegible] - [illegible]	113511
[illegible] - [illegible]	113307
BREAK UP TO MAKE UP - stylistics	113017
PROMISE - ghostface killah ft ashanti	112365
IGNITION - r kelly	112288
ALL I HAVE - jennifer lopez ft. nas	112283
ROCK YOUR BODY - justin timberlake	112277
F**K IT (I DON'T WANT YOU BACK) - eamon	113519
THONG SONG - sisqo	112548

ESSENTIAL

IN DA CLUB - 50 cent	113449
CRAZY IN LOVE - beyonce knowles	112707
DILEMMA - nelly ft. kelly rowland	112221
HEAVEN - dj sammy	112228
SATISFACTION - benny benassi	112251
LOSE YOURSELF - eminem	112280
BECAUSE I GOT HIGH - afroman	111454
THE LOGICAL SONG - scooter	111905
SMOOTH CRIMINAL - alien ant farm	111977
IGNITION - REMIX - r kelly	112042
YOU'RE A SUPERSTAR - love inc	112329
CAN'T GET YOU OUT OF MY HEAD - kylie	111908
CASTLES IN THE SKY - ian van dahl	111270
LITTLE LESS CONVERSATION - elvis vs jxl	111957
YEAR 3000 - busted	112394
MOVE YOUR FEET - junior senior	112401
RESURRECTION - gpf	111559
MAKE LUV - room 5	112405
NOW YOU REMIND ME - nickelback	111671
21 SECONDS - so solid crew	111341
GOTTA GET THROUGH - d bedingfield	111505
[illegible] - [illegible]	112231
[illegible] - [illegible]	111961
[illegible] - [illegible]	111961

1 CALL GETS 3 RINGTONES

DANCE HITS - 119941	RED HOT CHILLI'S - 119954	HITS 2004 - 119944
THE LOGICAL SONG - Scooter	BY THE WAY	I'M GOING TO - Justin Timberlake
LIKE A PRAYER - Madonna	UNDER THE BRIDGE	CHEERS (DRINK TO THAT) - Rob
MOTION IN A DANCE - Sash	CALIFORNICATION	[illegible] - [illegible]
EMINEM HITS - 119955	HIP HOP CLASSICS - 119958	FOOTBALL - 119914
CRAWLING OUT MY CLOSET	CALIFORNIA LOVE - 2-Pac ft Dr Dre	THE GREAT ESCAPE
SPEECHLESS	REGULATE - Warren G ft Nate Dogg	WE ARE THE CHAMPIONS
[illegible]	GANGSTA'S PARADISE - Coolio	SWEET HOME ALABAMA

FOOTBALL

YOU'LL NEVER WALK ALONE - liverpool	112361
SOCCER AM ANTHEM - sam sparro	112361
[illegible] - [illegible]	113570
MATCH OF THE DAY	111026
THE GREAT ESCAPE - the boomtown	111954
MARCHING ON TOGETHER - leeds	111939

ROCK

[illegible] - [illegible]	112361
SWEET CHILD O MINE - guns and roses	111261
WAY OUT OF HELL - [illegible]	111106
[illegible] - [illegible]	111106
ENTER SANDMAN - metallica	111954
REMEMBER WHO - [illegible]	112565
[illegible] - [illegible]	111939

CLUB CLASSICS

ROCK DA HOUSE - tall paul	113571
INSOMNIA - faithless	113539
CAFE DEL MAR - energy 52	113539
SANDSTORM - darude	113539
TIME TO BURN - storm	113539

PARTY TIME

I'M YOUR BABY - shorty rock	113539
SUMMER OF 69 - bryan adams	112571
ONE STEP REMOVE - [illegible]	111026
[illegible] - [illegible]	113539
[illegible] - [illegible]	113539
[illegible] - [illegible]	113539

THEMES

SCHOOL OF ROCK - [illegible]	112565
THE SIMPSONS	111954
ONLY FOOLS AND HORSES	111106
[illegible]	111106
[illegible]	111954
[illegible]	112565
[illegible]	111939
[illegible]	111939
[illegible]	112361
[illegible]	111954
EASTENDERS	111971
[illegible]	111954
[illegible]	111954
[illegible]	111954
[illegible]	111954
[illegible]	111954
[illegible]	111954
[illegible]	111954

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260253

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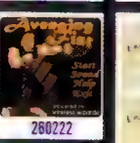
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Kylie 252048

Babes 251633

250242

250248

251671

251230

250015

250014

Jordan251417

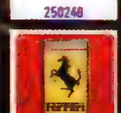
Britney 250006

Kelly 251408

250103

Becks 251942

250155



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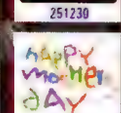

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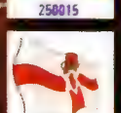
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TOP TIP!
If you want to know a player's height, weight, appearance and date of birth. Try visiting the club's official website. (e.g. www.liverpoolfc.tv, or www.manutd.com)

"MAKE THE GREATEST FOOTY GAME EVEN BETTER"

PES3 TRANSFER GUIDE

How to put Reyes into Arsenal, Saha into Man United and complete *all* the January transfers... plus secret dribbling tricks revealed.

HOW TO GET 100% ACCURATE PLAYERS IN THREE EASY STEPS

1 UNLOCK FREE TRANSFERS MODE

To make editing easy, you need to buy the Free Transfers (10,000 WEN) and Edit Team Strategy (3000 WEN) modes from the *PES* shop, located in the Options menu. WEN points can be gained by winning tournaments, like the World Cup, Konami Cup and European Championship (about 1000-2000 WEN each) or completing the Training mode challenges. You also earn 50 WEN for every game played, so you might have enough points without realising. The quickest way to win WEN is to play five minute games on the one star difficulty level.

What does the Free Transfers mode do?
It lets you swap players between teams at will, moving, say, Veron from Man United to Chelsea at no cost. The Free Transfers mode can be found in the Edit menu, by following the path Edit Mode/ Edit Player/ Register Player/ Free Transfers.

What does the Edit Team Strategy mode do?
It lets you alter a team's starting line up, so that when you've moved, say, Saha from Fulham to Man United (using the Free Transfers option), you can move him into the starting eleven by substituting out, say, Nicky Butt and pushing Paul Scholes back into midfield. You can use the Edit Team Strategy option to correct all line ups, so, for example, you could start Rooney instead of Heskey in the England side. The Edit Team Strategy option can be found under the path Edit Mode/ Edit Team/ Edit Team Strategy.

2 USE THE MODIFY PLAYER OPTION

If a player has been poorly represented in the game (for example, Giggs is called 'Gils', Beckham has the wrong haircut and Duff's default dribbling ability is too low), you can alter their attributes in the Modify option. This can be found in the path Edit Mode/ Edit Player/ Modify. Beware: if you make a player *too* good, making all their stats 99, their Transfer value will rise accordingly, making them too expensive to buy in the Master League.

3 OVERWRITE OLD PLAYERS

Using the Free Transfers option, you can update any club side by taking players from existing club or national teams. The problem comes when you need to create a player from scratch – for example, Scott Parker at Chelsea, who isn't initially in the game. If you choose the Create Player option, then you'll only be able to Stock that player in the freelance player pool (who can only be bought in the Master League) or a national side, but NOT directly into a club team. So you could create Scott Parker, but not be able to put him into Chelsea. To overcome this problem, players who aren't initially in the game need to be created using the Modify option, NOT the Create Player option. For example, to put Reyes into Arsenal, you could overwrite Oleg Luzhny, who no longer plays for the Gunners in real life.

100% TRANSFER WINDOW GUIDE

Here's a list of all the Premiership player movements during the January transfer window, allowing you to update your *PES3* team rosters accordingly. If a player has moved from another club in *PES3*, we'll list that team in brackets (so you can Free Transfer them). If not, we'll say (NEW) to indicate that you'll need to create that player from scratch using the Modify option. (Note: we've only listed the 12 Premiership teams that exist in *PES3* by default.)

ARSENAL
IN: Jose Antonio Reyes (NEW)
OUT: Moritz Voltz (Fulham), Oleg Luzhny, Shaaban (West Ham)

ASTON VILLA
IN: Noberto Solano (Newcastle)
OUT: Peter Enckleman (Blackburn), Mark Kinsella, Rob Edwards, Mustapha Hadji

BLACKBURN:
IN: Peter Enckleman (Aston Villa), Michael Gray (NEW), Martin Andresen (NEW), Jon Stead (NEW)
OUT: Corrado Grabbi, Dino Baggio, Martin Taylor, Pelzer

CHELSEA:
IN: Scott Parker (NEW)
OUT: Sebastien Kneissi, C.Cole, Mikael Forrsel, Di Cesare.

EVERTON:
IN: None
OUT: Leon Osman, Sean O'Hanlon

FULHAM:
IN: Bobby Petta (Celtic), Carlos Bocanegra (NEW), Moritz Volz (Arsenal), Ian Pearce (West Ham), Brian McBride (NEW), Collins John (NEW).
OUT: Mark Hudson, Andy Melville (West Ham). Louis Saha (Man Utd), John Harley (West Ham)

LEEDS:
IN: Stephen Caldwell (Newcastle)
OUT: Roque Junior, Jamie McMaster, Michael Bridges (Newcastle)

LIVERPOOL:
IN: None
OUT: Gregory Vignal, Daniel Sjolund, Jon Otsemobor

MAN CITY:
IN: David James (West Ham), Arni Gautur Ararason (NEW), Daniel Van Buyten (Marseille)
OUT: Eyal Berkovich, David Seaman, David Sommeil

MAN UTD:
IN: Louis Saha (Fulham), Dong Fangzhou (NEW), Liam Miller (Celtic)
OUT: Fabien Barthez (Marseille), Daniel Nardiello

NEWCASTLE:
IN: Michael Bridges (Leeds)
OUT: Nikos Dabizas, Tony Caig, Carl Cort, Nolberto Solano (Aston Villa), Gary Caldwell, Stephen Caldwell (Leeds), Lomana LuaLua

TOTTENHAM:
IN: Michael Brown (NEW), Jermain Defoe (West Ham)
OUT: Milenko Acimov (Lille), Dean Marney, Bobby Zamora (West Ham), Toda, Blondel.

THE FACE EDITOR

While *PES3* has over 200 generic face maps, you can create accurate likenesses using the face editor (tap ⓞ in the Appearance menu). We've listed every attribute you'll need to tweak in the player guides on your right. All attributes appear in the following order:

Skin Tone 1-4
Face (Default [], 1-117)
Head Height
Head Width
Eye 'White' (White/Grey)
Eye Colour (1-10)
Hair Style (1-189)
Hair Colour (1-62)
Hair Band Colour (1-8)
Facial Hair Style (1-80)
Facial Hair Colour (1-62)
Goggles (2 styles)
Goggles colour (1-8)
Face Mask (2 styles)
Face Mask colour (1-8)
Wristbands (on/off)
Ankle Tape (on/off)
Sleeve length (seasonal/short/long)
Boot Style
Main Boot Colour
Secondary Boot Colour
Toe Colour
Heel Colour
Tongue Colour
Stud Colour
Player Height
Player Weight/Width
Player Build

SECRET DRIBBLING TIPS

THE PUSH

You might know that double tapping the D-pad in the direction you're running (while holding ⓡ1) pushes the ball forward, but you can perform a *big* push by holding ⓡ2 and ⓡ1 simultaneously while changing your direction of movement, as demonstrated below:

THE TRIPLE FEINT

Most people know that you can fake a shot by pressing ⓞ then ⊗ in quick succession, but you can fake the shot *three* times – as demonstrated below – by tapping ⓞ (x3) rapidly, then quickly pressing ⊗ to complete the dummy. This is great for running square across the goalie and forcing him to commit to ground.

THE RUNNING DINK

You can spin the right analogue stick 360° for a Zidane spin, but you can also tap the stick down then up for a cheeky chip, useful for beating (and shaming) the last defender or goalie. You need a player with good technique, but the results are spectacular.

HOW TO MAKE ACCURATE VERSIONS OF...

Here are the big moves from the January transfer window – plus a few other players missing from *PES3* – and how to make them.

LOUIS SAHA MAN UNITED

POSITION:	STATS:
CF, AM	att 88
	def 47
BASIC ATTRIBUTES:	bal 80
Foot, 2-5, 1-4, A	stam 85
	t'speed 91
APPEARANCE:	acc 81
Skin 4	res 86
BUILD FACE:	agil 86
8	drib acc 90
+2	drib spd 85
-1	pass acc 76
0	pass spd 71
+2	l pass acc 74
-1	l pass spd 69
0	shot acc 86
4	shot pwr 89
-1	shot tec 81
+1	fk acc 78
8	curlin 69
8	head 80
+1	jump 86
+2	tech 82
-4	agg 87
+1	ment 57
-2	t/wrk 63
	k/skills 50
1	fitnes 6
1	consi 6
	foot L
11	wk ft 5
	SPECIAL ABILITIES:
	p.player
	reaction
	scoring
	bf feint

SCOTT PARKER CHELSEA

POSITION:	1
CMF, DMF, OMF	1
	1
BASIC ATTRIBUTES:	176
English, 23, R, 6, A, B	68
	4
APPEARANCE:	
Skin 1	STATS:
BUILD FACE:	att 72
G	def 62
+3	bal 85
-1	stam 91
-1	t'speed 94
-2	acc 85
3	res 75
A	agil 85
D	drib acc 88
-2	drib spd 89
-1	pass acc 91
A	pass spd 79
B	l pass acc 83
6	l pass spd 75
-3	shot acc 82
1	shot pwr 79
+1	shot tec 89
-1	fk acc 67
	curlin 81
1	head 70
4	jump 58
1	tech 84
Green	agg 73
101	ment 87
10	t/wrk 80
2	k/skills 50
No	fitnes 7
10	consi 6
No	foot R
1	wk ft 6
No	
1	SPECIAL ABILITIES:
No	ply mk
No	bf
Seasonal	1 touch
2	pass
1	
T	

JOSE ANTONIO REYES ARSENAL

POSITION:	No
WF, CF, OMF	No
	Seasonal
BASIC ATTRIBUTES:	1
2	1
1	1
8	4
6	3
T	8
	179
APPEARANCE:	69
Skin 2	3
BUILD FACE:	
B	ATTRIBUTES:
+2	att 91
1	def 53
0	bal 83
-1	stam 85
0	t'speed 92
B	acc 84
8	res 88
+2	agil 90
+1	drib acc 89
8	drib spd 86
4	pass acc 86
0	pass spd 82
+3	l pass acc 79
0	l pass spd 81
0	shot acc 87
1	shot pwr 88
	shot tech 88
6	fk acc 70
4	curlin 77
2	head 81
Black 2	jump 82
163	tech 92
8	agg 77
1	ment 84
60	t/work 80
Sam	k/ skills 50
No	fitnes 6
1	consi 5
No	wk ft 5
1	
No	
0	

DISAGREE?

Send us your created players/stats and we'll include them next issue.

CHRISTIANO RONALDO MAN UNITED

N.B. Transfer from	7
Sporting Lisbon	2
then Modify	7
	Brown 1
APPEARANCE	93
Skin 2	47
BUILD FACE	No
1	Same
+1	No
4	1
1	cm
1	1
+1	no
-1	0
D	Right
1	Yes
-1	Seasonal
1	1
-2	8
-1	184cm
1	75kg
-1	
1	SPECIAL ABILITIES:
-1	Dribble
	Post
1	Both feet feint

FLORENT SINAMA - PONOLLE LIVERPOOL

N.B. use Diomede	90
as base copy	90
	88
BASIC ATTRIBUTES	90
8	80
9	90
7	82
	91
APPEARANCE:	88
4	79
	80
2	87
1	80
2	82
-14	69
9	60
no	75
Boots all white	88
81	88
74	70
1	84
	6
STATS:	20
88	89
43	9
74	

DAVID BENTLEY ARSENAL

POSITION:	NO
OMF	1
CF	n/a
CMF	n/a
	NO
BASIC ATTRIBUTES:	NO
19	Seasonal
R	1
1	1
A	1
A	1
	1
APPEARANCE:	1
1	177 cm
88	75 kg
1	3
1	
1	SPECIAL ABILITIES:
Black 2	ply mk
84	
11	
n/a	
NO	
1	
NO	
1	

PSM2 "MY PATH TO GLORY IS STREWN WITH BROKEN BODIES... AND YOURS IS NEXT!"

PRO DOJO

It's all change at the Dojo this month. Many of the challenges have been updated, but the old favourites still remain. Reckon you're the best at PES3? Unbeatable at Need For Speed: Underground? Send us your tape... NOW!

ATTENTION! ALL-NEW ULTRA DOJO BEGINS NEXT MONTH!

Tired of tables? Bored with battling? Sick of ssssss... give us a minute...

From next month we'll be running an a new Ultra Dojo! No more complex rankings (bye!), no more reams of unbeatable show offs (see ya!), instead we'll be featuring 10 PSM2 Ultra Players every month! And we're leaving the choice of games up to YOU! Yes, come up with a challenge for your favourite game (it could be a lap time, it could be a game score, an amazing glitch you've discovered in a game it could be... anything) and if we like it we'll feature you and your challenge in the mag and on the DVD! Existing Dojo champs are most welcome of course! So end in your best achievement on your best game on video (address below) and let us make you famous!

PROVE YOU

YES! We've rebu
inviting to ever
six pages? Now
world and – if y
(updated every month) and get
Simply follow the guide belo
as one of the country's foremost
chart-toppers every month with a p

WIN STUF

HOW TO BECOME

FIRST: Be really good at one of our challenge games. Have a look over the next six pages, read what the challenge is and decide if you can do better. If you can beat our fifth place offering then we want to know about it. Top the chart and you'll be famous forever!

SECONDLY: We need proof of your skill. Plug your PS2 into your video. Got the lead that came with your PS2? Use it to connect to your video's SCART socket or composite inputs (if you're using them). Switch to your TV's video channel then cycle through your video's inputs to see your PS2 lurking on one of t
choice and f
to zero – we
dodgy music,
and play your r
game. Do your b
record the highsc
for 30 seconds or s
your performance e
tape to the beginnin
winning effort and w
challenge and score or
piece of paper on it).

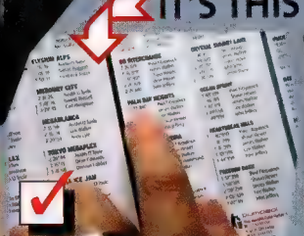
THIRDLY: We need a p of you. You won't be a star player without one and your appearance on the DVD will be shallow and worthless. Write your name on the back so we can match it with your video entry. You can

ples –
our PSM2s
an three things (your
photo and your entry form)
an envelope. Label her up 'Pro Dojo'
and post the lot to us. Good luck.

PRO DOJO CHECKLIST:
- Photo
- Video
- Entry Form

BINGO!

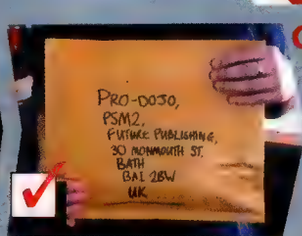
IT'S THIS EASY...



Check the charts. Can you beat any score featured? You can? Wizard!

Set up your video (described above) and record your performance. Nicely done.

Wind the tape to the right place and get a photo of yourself. Anything will do.



Send the lot to the Pro Dojo address just over there. Right a bit... There!

YOU'RE A GAMING GOD!

Send your tapes to: ULTRA DOJO, PSM2, Future Publishing, 30 Monmouth St, BATH BA1 2BW, UK.

Welcome to the home of heroes where PSM2's star players fight to the death!

PSM2 STAR PLAYERS

The readers to the right are PSM2's Star Players. All are present in at least one chart, and each month we put them head-to-head across ALL of our charts and games and produce the definitive performance chart. If you can top this beauty then you're the best PSM2 player in the world.

Check some of the credentials opposite. You'll see that if you're going to make it to the level of a Games God you're going to have to top more than one of our charts, and often show your skill across lots of different games.

Want to get involved? Best start sending us your tapes. Who knows? Next month you could be here...

STAR PLAYERS

THIS MONTH	LAST MONTH		TOTAL POINTS
1	1	**PAUL FITZPATRICK** This is our last Head 2 Head and Paul's the king. All hail his greatness and keep an eye on his new challenges... PSM2 Dojo Calculus: 106 + 27 + 30 + 4 =	NINJA! 167
		SPECIALIST IN: SSX3, Burnout 2, GTA: VC, and Midnight Club 2 — **"YOU NAME THE GAME, I SHALL OBLITERATE ALL CHALLENGERS!"**	
2	3	**JAMES WALKER** Soooo close! Just seven points separates James from mighty Fitz. Special commendation to Big Jimbob. PSM2 Dojo Calculus: 102 + 41 + 17 =	NINJA! 160
3	2	**AMANDA OFFORD** The first lady of the Dojo returned to rule *SSX3* this month. Expect to see lots from her in the Ultra Dojo. PSM2 Dojo Calculus: 117 + 18 =	135
4	4	**AUSTIN O'TOOLE** The O'Toolinator slips – even his new *SSX3* times were no match for Ms Offord. Don't worry. We still love you. PSM2 Dojo Calculus: 81 + 14 + 1 =	96
5	6	**GAVIN BAYLISS** Some get on the chart by beating lots of games. Gavin is here by making our *THUG* challenge his own. Nice work. PSM2 Dojo Calculus: 74 =	74
6	NEW ENTRY!	**LEE WALKER** The slightly less melodious of the Walker brothers returns to our chart courtesy of some top *MGS2* scores. PSM2 Dojo Calculus: 41 + 15 + 3 =	59
7		**RIK IBBOTSON** Stunning *NFS: Underground* times keep Rik on the chart. But he's going to have to prove he's no one trick pony. PSM2 Dojo Calculus: 50 =	50
8	5	**ADAM POVEY** *THUG* and *MGS2* scores put Adam where he is today. His consistent excellence makes him a major winner PSM2 Dojo Calculus: 28 + 19 =	47
9	NEW ENTRY!	**SHAUN HEWER** Be afraid... Be genuinely very afraid. He's back and in ninth place with a batch of red hot Burnout 2 times... PSM2 Dojo Calculus: 28 + 12 =	40
10		**LIAM PORTER** He's got four number one scores on Eye Toy groove but his lack of success across multiple games puts him tenth. PSM2 Dojo Calculus: 40 =	40

HOW IT WORKS

Sure, you can enter one challenge and get your name in one chart, but why stop there? Why not send us a tape full of your efforts? As well as updating the challenge charts we total up player's performances across ALL of our charts to produce our monthly Star Players chart. Top place and new entries get their efforts on our DVD – PLUS a package of goodies.

Top one of our challenge charts and you'll get 10 BIG points. It's four for second place, three for third, two for fourth and a single point for fifth.

PLUS! We reward long service too. Stay on the chart for two months and you'll get your Yellow Belt, three months earns you a Green Belt and three months-plus makes you a true champion – earning you the coveted PSM2 Black Belt status!

POINT ACCUMULATION SYSTEM

1ST in any chart = 10 points
2ND in any chart = 6 points
3RD in any chart = 3 points
4TH in any chart = 2 points
5TH in any chart = 1 points

BELT SYSTEM

Stay in the top ten for two months = Yellow belt
Stay in the top ten for three months = Green belt
Stay in the top ten for four months = Black belt
Five months = Ninja!

CHALLENGE 1

SSX3

It never stops here at the *SSX3* challenge. And here comes Offord with a stunning new batch of times.

TOP SCORES

R & B

1,866,227	Amanda Offord	NEW!
1,775,446	Austin O'Toole	NEW!
1,357,432	Lee Walker	NEW!

STYLE MILE

2,339,081	Amanda Offord	NEW!
1,999,831	Tamer Ali	
1,773,467	Austin O'Toole	NEW!

KICK DOUBT

1,709,109	Amanda Offord	NEW!
1,596,428	Austin O'Toole	NEW!
978,637	Daniel Dawkins	

CROW'S NEST

411,674	Amanda Offord	NEW!
355,645	Austin O'Toole	NEW!
298,201	John Norman	

LAUNCH TIME

454,580	Amanda Offord	NEW!
370,690	Austin O'Toole	NEW!
256,395	Liam O'Neill	

MUCH 2 MUCH

555,912	Amanda Offord	NEW!
370,919	Austin O'Toole	NEW!
359,399	John Norman	

THRONE JAM

1,140,356	Austin O'Toole	NEW!
848,325	Amanda Offord	NEW!
725,471	Cian O Halloran	NEW!

ALL PEAK JAM

5,400,285	Austin O'Toole	NEW!
3,256,154	Evan Harvey	NEW!
2,555,311	Amanda Offord	

TOP TIMES

SNOW JAM

2'20"	Amanda Offord	NEW!
2'21"	Austin O'Toole	NEW!
2'24"	Ian Lane	NEW!

METRO CITY

1'49"	Amanda Offord	NEW!
2'12"	Austin O'Toole	NEW!
2'13	Paul Fitzpatrick	

RUTHLESS RIDGE

2'08"	Amanda Offord	NEW!
2'18"	Paul Fitzpatrick	
2'19"	Austin O'Toole	

INTIMIDATOR

2'34"	Paul Fitzpatrick	
2'34"	Amanda Offord	
2'40"	Austin O'Toole	

GRAVITUDE

2'17"	Amanda Offord	NEW!
2'21"	Paul Fitzpatrick	
2'22"	Austin O'Toole	

THRONE RACE

2'19"	Austin O'Toole	
2'23	David Peacock	
2'23"	Paul Fitzpatrick	

RUTHLESS RACE

2'47"	Austin O'Toole	NEW!
2'54"	Stephen Hoult	NEW!
2'55"	Shaun Hewer	NEW!

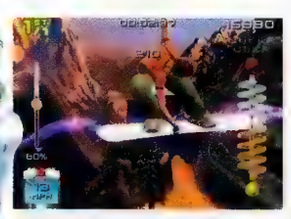
ALL PEAK RACE

22'02"	Shaun Hewer	NEW!
22'10"	Austin O'Toole	
22'29"	Paul Fitzpatrick	

DUMPED!

This month's prime *SSX3* losers are:

- RUTHLESS RACE: 3'02" : David Peacock
- THRONE JAM: 450,604 : Shaun Brown



CHALLENGE 2

GRAND THEFT AUTO: VICE CITY

Martin Burke has finally broken through the 47 second barrier that the top three have been stuck on for ages. Great work! Get practising and, if you can beat any of the times shown below, send in your tape of your complete run

THE PCJ PLAYGROUND CHART

Activate the PCJ playground mission by hopping on to the bike that's leaning against the big grass-verged building near the Malibu Club (see pic below). Now, you've got two minutes to complete this 24-checkpoint course. You can complete the course in any order you like. We take our times from the last time shown on the clock. Send us your ENTIRE runs on VHS and NO CHEATS ALLOWED!

FASTEST TIME

00'46"00	Martin Burke
00'47"00	Paul Fitzpatrick
00'47"00	Tom Muir NEW!
00'48"00	Shaun Hewer
00'49"00	Brian Dunne

THE CROSS-TOWN TRAFFIC CHART

We want you to race from the Hyman Condo in the Downtown district all the way to the Lighthouse in Ocean Beach (check the pics). Drive right up to it, and hop off, or out of, the vehicle to finish. See the pics below. And don't forget, we want to see your whole run on tape. You can use any vehicle and don't use the aircraft or flying cars cheat.

FASTEST TIME

01'07'00	Desmond Foley
01'11"00	Simon Sherwood
01'12"00	Norman Morrison
01'31"00	Martin Burke
01'31"00	Marley Rudland

CHALLENGE 3

BURNOUT 2

Not many high charting changes this month – Paul Fitzpatrick and James Walker still rule here. Good new times from Dojo expert Shaun Hewer get him back on the listings though.

AIRPORT TERMINAL 3

0'33"620	Paul Fitzpatrick
0'33"639	James Walker
0'33"699	Shaun Hewer NEW!
0'33"760	Sally The Dog
0'33"819	Lee Walker

AIRPORT TERMINAL 1&2

1'17"899	Paul Fitzpatrick
1'17"919	James Walker
1'18"559	Shaun Hewer NEW!
1'18"579	Sally The Dog
1'18"899	Shaun Hewer

INTERSTATE LOOP

0'59"899	James Walker
0'59"760	Paul Fitzpatrick
0'59"940	Sally The Dog
1'00"020	Amanda Offord
1'00"080	Shawn Hewer NEW!

88 INTERCHANGE

2'14"299	James Walker
2'15"239	Paul Fitzpatrick
2'16"220	Shawn Hewer NEW!
2'17"160	Amanda Offord
2'18"239	Steve Moran

PALM BAY HEIGHTS

1'03"400	Paul Fitzpatrick
1'03"459	James Walker
1'03"640	Lee Walker
1'03"759	Sally The Dog
1'04"259	Shaun Hewer NEW!

PALM BAY MARINA

1'26"780	Paul Fitzpatrick
1'26"819	James Walker
1'27"359	Shaun Hewer NEW!
1'27"760	Sally The Dog
1'27"780	Amanda Offord

SUNRISE VALLEY DOWNTOWN

0'40"179	James Walker NEW!
0'40"280	Paul Fitzpatrick
0'40"440	Lee Walker
0'40"819	Shaun Hewer NEW!
0'40"840	Sally The Dog

SUNRISE VALLEY SPRINGS

1'04"159	Paul Fitzpatrick
1'04"220	James Walker
1'04"659	Lee Walker
1'05"279	Sally The Dog
1'05"300	Shaun Hewer NEW!

BIG SURF GROVE

1'04"979	Paul Fitzpatrick
1'05"119	James Walker
1'05"699	Sally The Dog
1'05"779	Lee Walker
1'05"959	Shaun Hewer NEW!

BIG SURF SHORES

1'36"420	Paul Fitzpatrick
1'36"599	James Walker
1'36"900	Sally the Dog
1'37"379	Amanda Offord
1'37"619	Shaun Hewer NEW!

CRYSTAL SUMMIT PEAK

0'40"099	Paul Fitzpatrick
0'40"159	James Walker
0'40"799	Lee Walker
0'41"179	Sally The Dog
0'41"420	Shaun Hewer

CRYSTAL SUMMIT LAKE

1'54"400	James Walker NEW!
1'56"859	Paul Fitzpatrick
1'59"199	Sally The Dog NEW!
2'00"780	Shaun Hewer
2'04"279	Steve Moran

OCEAN SPRINT

1'44"399	James Walker NEW!
1'44"659	Paul Fitzpatrick
1'44"699	Amanda Offord
1'45"679	Shaun Hewer NEW!
1'47"419	Steve Moran

HEARTBREAK HILLS

1'37"939	James Walker NEW!
1'38"959	Amanda Offord
1'38"959	Paul Fitzpatrick
1'39"679	Shaun Hewer NEW!
1'42"859	Steve Moran

FREEWAY DASH

1'52"419	James Walker NEW!
1'53"299	Amanda Offord
1'54"039	Paul Fitzpatrick
1'56"239	Shaun Hewer NEW!
1'56"259	Sally The Dog

DUMPED!

This month's prime Burnout 2 losers are:

- SUNRISE VALLEY DOWNTOWN: 0'41"319 : Steve Moran
- AIRPORT TERMINAL 2: 0'33"879 : Amanda Offord

CHALLENGE 4

MIDNIGHT CLUB 2

He might have slid off the bottom of the River Raid chart but a brand new chart-topping time on thee Beverley Hills Thrasher puts Evan Harvey back on top. Good work.

BEVERLEY HILLS THRASHER

2'26"58	Evan Harvey NEW!
2'28"22	Ian Lane NEW!
2'29"82	Paul Fitzpatrick
2'40"42	James Walker
2'40"54	Sally The Dog

LA TURISMO

1'43"47	Paul Fitzpatrick
1'44"95	James Walker
1'46"79	Ryan Carson
1'47"38	Sally The Dog
1'55"22	Ruaidri Maguire

RIVER RAID

2'16"82	Paul Fitzpatrick
2'20"82	James Walker NEW!
2'27"22	Evan Harvey NEW!
2'25"62	Ryan Carson
2'29"90	Sally The Dog

RUN OFF

2'44"94	Ian Lane
2'47"01	Paul Fitzpatrick
2'54"93	James Walker
2'56"57	Sally The Dog
3'01"73	Ryan Carson

ARRIVALS & DEPARTURES

2'54"57	Ian Lane NEW!
2'56"49	James Walker
2'56"57	Paul Fitzpatrick
3'05"17	Sally The Dog
3'10"25	Ruaidri Maguire

DUMPED!

This month's prime *Midnight Club 2* losers are:

- BEVERLY HILLS THRASHER: 2'41"54 : Ruaidri Maguire
- RIVER RAID: 2'39"58 : Evan Harvey

CHALLENGE 7

EYETOY: GROOVE

It's still all to play for here on the Groove chart. We want to see your tapes – you can do better than this, right?

"MUSIC" – MADONNA

5403	Liam Porter
3500	Jes Bickham
3350	Ian Swain

"JUMPIN" – LIBERTY X

5346	Liam Porter
3700	David Morgan
3550	Ian Swain

"JUNGLE BOOGIE" – KOOL AND THE GANG

6581	Liam Porter
5575	Kath Brown NEW!
3250	Jes Bickham

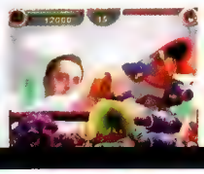
"MOVE YOUR FEET" – JUNIOR SENIOR

5474	Liam Porter
3050	Amar Richards
2850	Jes Bickham

DUMPED!

This month's prime *Eyetoy:Play* loser is

- "JUNGLE BOOGIE" – KOOL AND THE GANG: 3200: Olly Freer



CHALLENGE 5

WWE SMACKDOWN! HCTP

Austin O'Toole is a man of many talents, very nearly taking the number one slot in both of our *WWE* challenges.

BROCK LESNAR

6'21"	Lee Hipperson
6'42"	Austin O' Toole NEW!
7'33"	Kevin O'Brien
7'44"	Simon Hahn NEW!

STEVE AUSTIN

6'42"	Austin O' Toole NEW!
8'03"	Jasdeep Sahota
8'44"	Kevin O'Brien
9'07"	Simon Hahn NEW!

DUMPED! **This month's prime *WWE Smackdown* losers are:**

- BROCK LESNAR: 8'06" : Jasdeep Sahota
- STEVE AUSTIN: 9'32" : Colin Smith

PSM2 REWIND

Where we show off your best bits every month

It's not just about being at the top of a chart or wowing your mates with a three month stint atop the Head 2 Head league. We at PSM2 watch EVERY SINGLE tape that's sent to us, and here's where we pick out the five runs that entertained us the most. Shock, surprise and amaze us and see your skills right here...

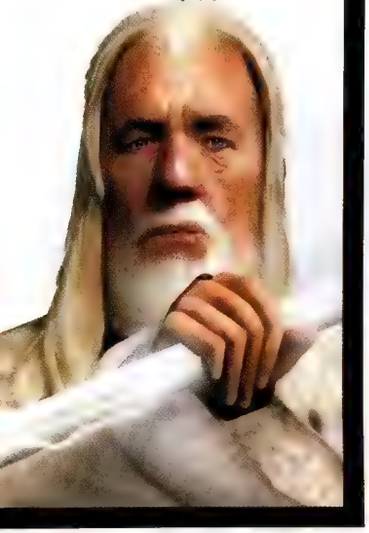
CHALLENGE 1

LOTR: RETURN OF THE KING

Lots of great new entries this month – but non can topple Matthew Ault's supreme number one. Start a new game with Gandalf (so he's level 1). How much experience can you earn on the first level, Helm's Deep?

MATTHEW AULT	51,880	
KHALID AL-JAFF	23,110	NEW!
JASDEEP SAHOTA	22,760	
JAMIE SANT	20,329	
BADER BEHEIRI	18,060	NEW!
THOMAS GRUNDY	17,180	NEW!
WAYNEW SIDDLE	16,020	NEW!
GARY HERSHAW	14,360	NEW!
ROBERT RATTLE	12,990	NEW!
JES BICKHAM	9500	
CHRIS HOGGAN	9385	
DOUG WALTER	9340	
DAVID JASON	9250	
MICHAEL DELLAR	9220	
STEWART GREENER	8500	
PAUL GLANSON	8450	
KEITH KARLDAN	8335	
MATT YORDALE	7585	

DUMPED!
This month's prime *Return of the King* loser is:
Ben Healy: 4890

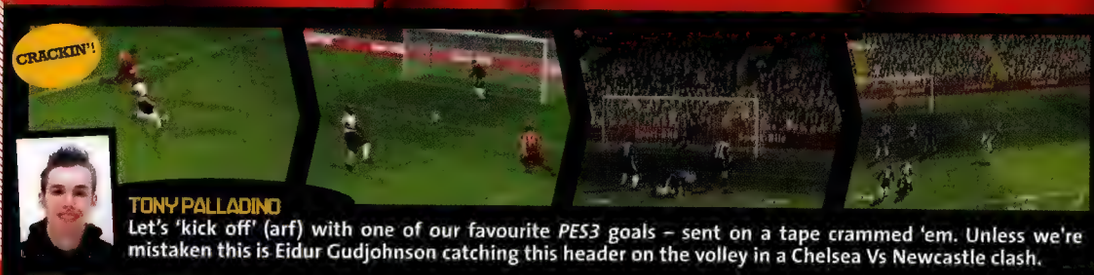


THIS MONTH'S IDIOTS

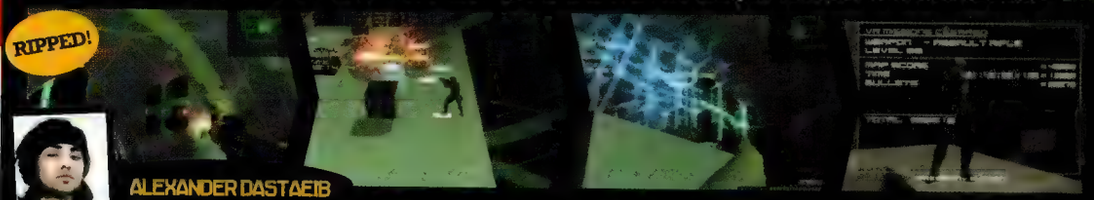
Every month we're inundated with tapes for Pro Dojo. And every month we're amazed in equal measures by the skill and stupidity of some of our readers. Here's this month's round-up of notable failures:

Dale Holborn sent us a tape chockful of terrible THUG scores – not only were they just outside our charts but were quite possibly the cheesiest, most repetitive runs we've ever seen. Bad form, dude.

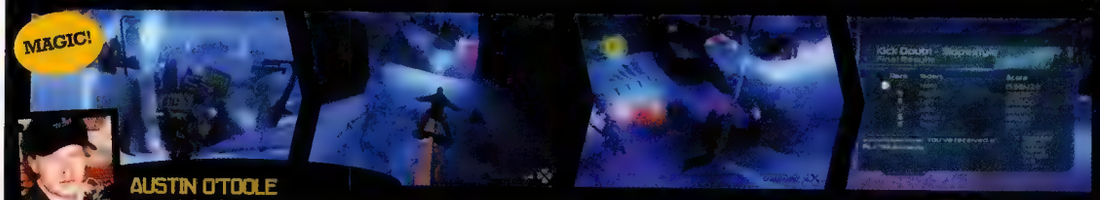
Not an idiot at all really – just a deeply great guy – **Shaun Hewer's** latest tape not only featured some ace times but a pant-load of trouser-tenting after-hours smut too. Certainly made compiling these charts more entertaining...



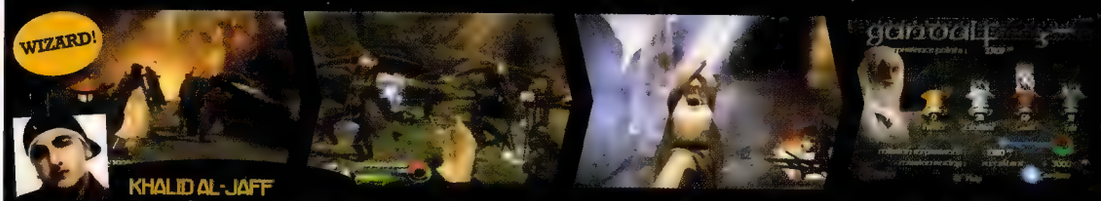
TONY PALLADINO
Let's 'kick off' (arf) with one of our favourite *PES3* goals – sent on a tape crammed 'em. Unless we're mistaken this is Eidur Gudjohnson catching this header on the volley in a Chelsea Vs Newcastle clash.



ALEXANDER DASTAEIB
Great name – great headscarf. We love it when someone comes from nowhere and is obviously much better at a game than anyone else. This robotic weapon assault Lv5 score of 60,610 seems unbeatable.



AUSTIN O'TOOLE
We picked Austin's superb *SSX3* Kick Doubt run not because it was the top time (he's just been pipped at the post by Amanda Offord) but because Dan Dawkins couldn't believe how crap it made him look. Aces.



KHALID AL-JAFF
From the streets of Middle Earth strides Khalid Al-Jaff. Not only is he an expert wizard but a great driver too, with some top *NFS* times. His bold 23,110 *Return of the King* score caught our eye the most though.

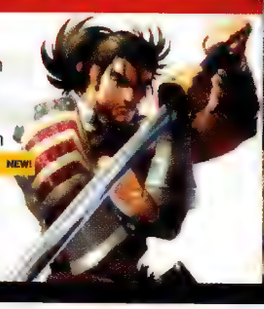
EVAN HARVEY
Harvey The Wallbanger has difficulty keeping his car on the track, fair rattling round *MC2*'s Beverley Hills Thrasher but what he lacks in finesse he makes up for in time. Yup, it's a new top score of 2'26"58.

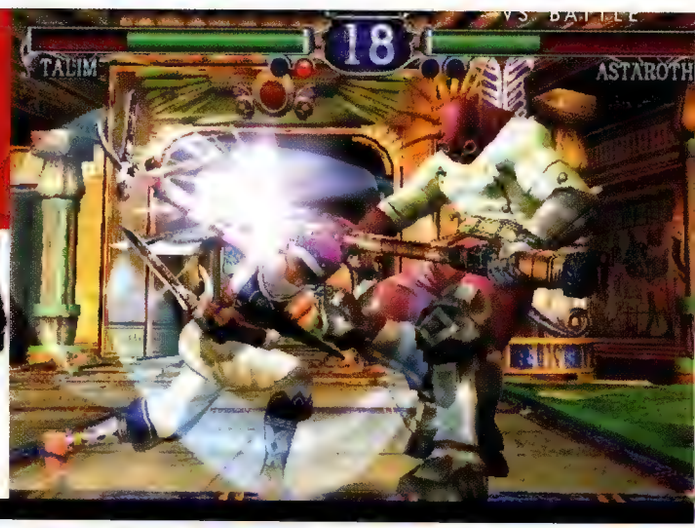
CHALLENGE 8

SOUL CALIBUR 2

We've had entries but not of sufficient quality. Your not beating the game with the required finesse or time! Remember you must compete arcade mode with Hard difficulty. Show us the difficulty setting and end high score table as proof.

TIME	CHARACTER	
16'07'05	Raphael	David Morgan
16'24'22	Talim	James Rauch
16'41'88	Mitsurugi	Tony Carr
16'59'47	Yunsung	Jason Bartram
17'03'98	Talim	Jules Barnes NEW!





DUMPED!
This month's prime *Soul Calibur 2* loser is:
Maree Maclean: 17'05'98

COME AND 'AVE A GO...*

Fancy your chances, do you? Think you can take on the collective might of the PSM2 team and *win*? Well we'd like to see you try...

There are no prizes. There are no competitions to enter. Our 'Ave A Go column merely gives you the opportunity to know that you are better at PES3 than Dan D.

Here's what we've been playing and here's how good we are. Beat this...

GANG 'EM HIGH: Wanna be in our gang? Then you got to look *fly*, just like the PSM2 homies here, boy-eeeee. Cough.

Adrian
NIGHTSHADE

If I had a scarf, or could fight, or run along walls, or shoot fire out of my hands, I'd be a *brilliant* ninja. But I'm not. Ahhh. To ease the pain, I've managed to complete the first three bastard-hard levels of *Nightshade* with an A rank. Reckon you can equal that? Then I challenge you to a race...*around the world!* No, not really.

Dan D
STREET FIGHTER 2

My challenge is simple: beat *Hyper Street Fighter 2*, on level 7, without losing a round. Think that makes you better than me? I could do it when I was still eating Farley's rusks. Ha!

Jorin
MAFIA

The Mafia? Pah! No match for New Zealand's Filthy Few, I can tell you. But if you can manage to win *Mafia*'s 'Race' level on Hard, then I'll, y'know, put a good word in.

Dan G
BOND: EVERYTHING OR NOTHING

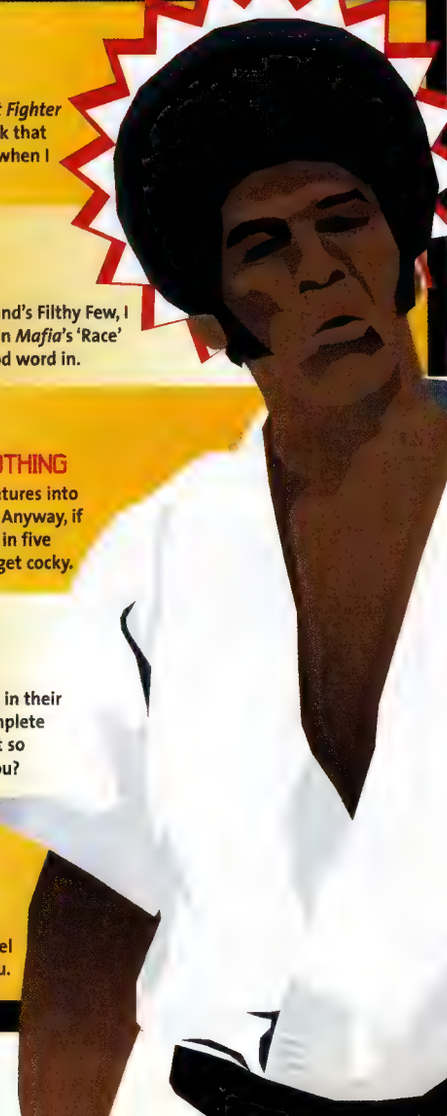
Bond? Tch. Needs a tuxedo before he ventures into the Russian countryside, *does he?* Wimp. Anyway, if you can finish the Faded Splendour level in five minutes, you're my new hero. But don't get cocky.

Milf
RISE TO HONOUR

Blocking's for people with no confidence in their own facial integrity. That's why I can complete the Hong Kong Rooftops section without so much as stroking ◻. I am mighty. Are you?

Dan V
SPYHUNTER 2

Foxhunting's for gentrified babies - but spy-hunting? Now *there's* a sport for the 21st century. Finish the Escort Service level with only a machine gun, and I'll kiss you.



TRICKS OF THE TRADE

Need some help? Here's our monthly round up of hints and tips that'll propel you to gaming greatness.

EYE TOY: GROOVE

Want to get on our Dojo with a real easy performance? Then go for the Eye Toy: Groove challenges. They're currently in need of some new blood, with Liam Porter miles out in front. Come on give it a try and send it in!

LORD OF THE RINGS: ROTK

We've seen a pattern forming here. If you rush through the level, trying to get to the next bit the game will finish before you get a high score. You're far better off taking your time, biffing every orc the game throws at you and only progressing when you absolutely have to. Got it?

CHALLENGE 9

NEED FOR SPEED: UNDERGROUND

We had all kinds of different races sent in so we're keeping this simple. We want your best lap times. Rack up a big race and go for it. Make sure your winning lap is on tape though!

INNER CITY

44"06	Rik Ibbotson
44"35	Ian Lane
45"67	Khalid Al-Jaff NEW!

ATLANTICA

43"70	Rik Ibbotson
48"16	Khalid Al-Jaff NEW!
50"43	Ian Lane

MARKET STREET

1'07"07	Rik Ibbotson
1'10"26	Khalid Al-Jaff NEW!
1'14"33	Ian Lane

OLYMPIC SQUARE

43'78	Rik Ibbotson
47"97	Ian Lane
48"75	Khalid Al-Jaff NEW!

STADIUM

51'66	Rik Ibbotson
53"65	Khalid Al-Jaff NEW!
55"45	Ian Lane

DUMPED!
This months prime *Need for Speed* loser is:
- INNER CITY: 49"98 : James Walker
- MARKET STREET: 1'89"93 : James Walker

CHALLENGE 10

METAL GEAR SOLID 2: SUBSTANCE

The two Adams are battling it out to whittle down their times and scores on *Metal Gear*. It's good to see such a relatively old game still attracting such solid competition. More please...

SNEAK LV.5

00'10"12	Adam Povey
00'10"18	Matthew O'Neill NEW!
00'10"20	Adam Justice

ELIMINATE ALL LV.5

00'15"66	Lee Walker NEW!
00'16"10	Adam Povey
00'16"46	Daniel Buck

WEAPON: ASSAULT LV.5

60,610	Alex Dastgaeib NEW!
58,910	Lee Walker NEW!
57,105	Evan Harvey

WEAPON: NIKITA LV.5

00'29"40	Adam Povey
00'30"98	Chris Hill
00'30"00	Lee Walker NEW!

FPS MODE LV.1

28,684	Lee Walker NEW!
28,093	Alex Dastgaeib NEW!
27,480	Adam Justice

FPS MODE LV.2

00'18"14	Lee Walker NEW!
00'18"70	Adam Povey
00'19"12	Simon Hahn NEW!

FPS MODE LV.3

55,944	Mike Hunt
37,170	Lee Walker NEW!
36,854	Simon Hahn

DUMPED!
This months prime *Metal Gear Solid 2 Substance* loser is:
- SNEAK LV.5: 54726 : Adam Povey

CHALLENGE 1

TONY HAWK'S UNDERGROUND

It's been madness on our THUG charts since we started them but now things are beginning to calm down – mainly due to the massive skill of Gavin Bayliss. David Peacock and and Tom Colwell both sent in good new tapes but we want to see more dammit! And no cheesy runs, right?

NEW JERSEY

38,555,855	Gavin Bayliss
23,055,109	Adam Povey
22,291,589	Tom Colwell NEW!
21,936,373	Liam O'Neill
21,189,010	Matthew Burford

MANHATTAN

28,840,804	Liam O'Neill
24,668,046	Gavin Bayliss
23,104,740	Adam Povey
22,071,979	David Peacock NEW!
19,225,100	Matthew Burford

TAMPA

36,794,748	Gavin Bayliss
23,203,663	Adam Povey
20,372,755	David Peacock NEW!
17,572,910	Matthew Burford
13,493,650	Liam O'Neill

SAN DIEGO

26,230,836	Gavin Bayliss
24,065,592	Adam Povey
21,370,614	Tom Colwell NEW!
20,995,260	Matthew Burford
16,354,868	Liam O'Neill

HAWAII

26,530,296	Gavin Bayliss NEW!
22,317,293	Adam Povey
18,707,926	David Peacock NEW!
17,946,286	Matthew Burford
16,531,134	Evan Harvey

VANCOUVER

29,915,703	Gavin Bayliss
20,979,324	Adam Povey NEW!
17,984,044	Tom Colwell NEW!
15,433,301	Matthew Burford
11,355,353	Liam O'Neill

RUSSIA

24,647,448	Gavin Bayliss
23,956,490	Adam Povey
19,854,717	David Peacock
18,719,532	Matthew Burford
12,536,984	Liam O'Neill

HOTTER THAN HELL

32,714,690	Gavin Bayliss
23,581,806	Adam Povey
23,254,654	Liam O'Neill
18,273,308	Matthew Burford
14,948,547	David Peacock

SCHOOL 2

27,512,559	Liam O'Neill
14,126,203	Matthew Burford
11,057,928	Evan Harvey NEW!
10,219,780	Tom Colwell NEW!
10,008,043	Chris Heyburn

DUMPED!

This month's prime *Tony Hawk's Underground* losers are:

■ SCHOOL 2:
9,220,189 : James Rauch

■ HAWAII:
12,243,569 : Evan Harvey

APPRENTICE NINJAS

They may not have made it on to our charts but this lot deserve a shout nonetheless.

Shuan Brown
SSX3
Launch Time
208,019

Rik Ibbotson
Gran Turismo A-spec
Super Speedway
00'22"901

Christopher Fay
Smackdown: HCTP
Brock Lesnar
9"10

Simon Williams
MGS2
FPS LV.1
20752

Chris Wright
SSX3
Snow Jam
2'40

THINK YOU CAN DO BETTER?

Then fill in the form, send us a message to print alongside your pic and make sure you're as good as you think you are.

CHALLENGE 12

PRO EVO SOCCER 3

Both Simon Hahn and Fez Little have perfect scores! Only goal difference separates them. We want your tapes showing your first division, Master League, level five final results screen.

SIMON HAHN NEW!

Points:	78
Wins:	26
Draws:	0
Losses:	0
Goal difference:	+62

FEZ LITTLE

Points:	78
Wins:	26
Draws:	0
Losses:	0
Goal difference:	+59

GARY MURRAY NEW!

Points:	71
Wins:	23
Draws:	2
Losses:	1
Goal difference:	+49

JAMES MERRIKIN NEW!

Points:	70
Wins:	22
Draws:	4
Losses:	0
Goal difference:	+38

AUSTIN O' TOOLE NEW!

Points:	67
Wins:	21
Draws:	4
Losses:	1
Goal difference:	+37

DUMPED!

This months prime *Pro Evolution Soccer 3* loser is:

■ MASTER LEAGUE:
Clive Woodley Points: 54

YOU'RE RUNNING THE WRONG WAY, DOOFUS

CHALLENGE 13

PRO EVO SOCCER 3 GOALS

Anyone can do this – just make sure you're not sending in any old crap eh? We want your best ever goals on tape. If we like 'em they'll go on the DVD. Simple.

Don't send us hours of boring gameplay! Just the goals thanks. And how about giving us plenty of close -ups and angles please. There's no prizes, but the most fluid, skillful or downright jammy goals will appear on the DVD.

PRO DOJO ENTRY FORM

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ULTRA DOJO
FUTURE PUBLISHING,
30 MONMOUTH STREET,
BATH BA1 2BW

Dear PSM2,
I'd like to join your elite order of shadow warriors. It's been ages since I've won free games and been really famous.

And I enclose... MY PHOTO ❑ (or I've emailed you one)
A VIDEO OF MY ACHIEVEMENT ❑ (wound to just the right place)

Check out my tape, it's got this on it:

Game / Challenge ..... Chart ..... Time/Score

.....

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"..... "

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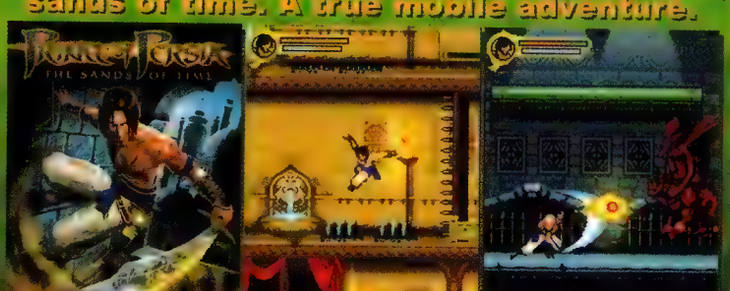

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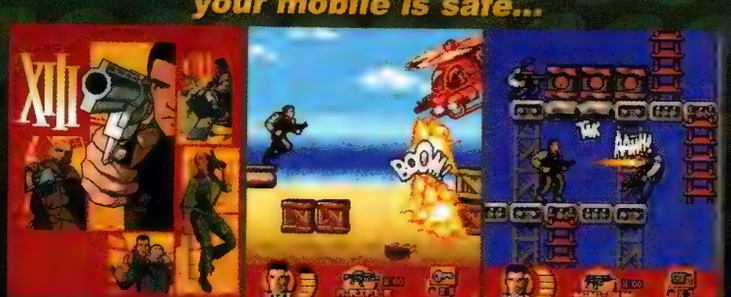

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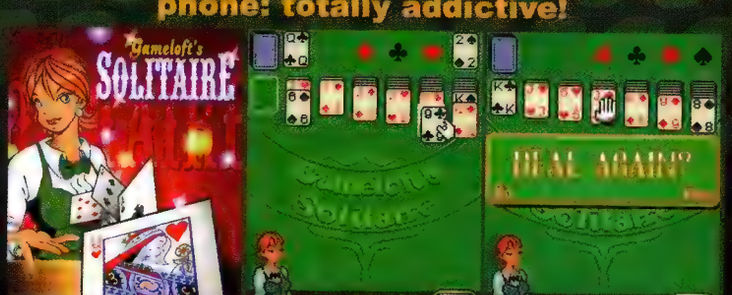

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Next

WE DO IT ALL OVER AGAIN. DO NOT MISS THIS!

GRAN TURISMO 4

Find out why the game was delayed and what amazing new features the team are now able to include. Only in PSM2!

GTA 5

Oh yes. Everything you NEED to know about Rockstars ultra sequel. We've scoured the earth to bring you the latest!

TRANS FORMERS

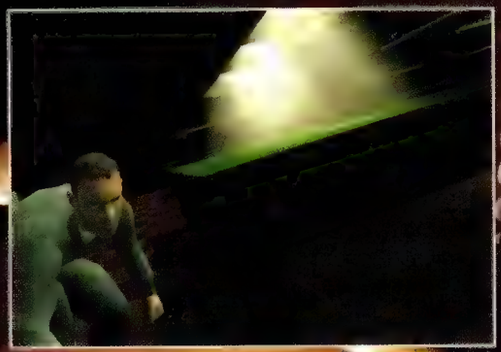
They're back and they're kicking giant robo ass! So have they transformed into a great PS2 game? Don't miss it!

You want more?!
We've got reviews of Syphon Filter 2, Onimusha 3, Hitman: Contracts, Singstar, Juiced, PLUS loads more on Mortal Kombat and The Suffering!

FIRST PLAY!

THE GETAWAY 2

Only PSM2 has the downright effrontery to crash Sony HQ and steal the first play from right under their noses. We splash the dirt. Next issue.



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6100	D	**MOTOROLA**	
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7210	D	V300	T U
7210i	D	V500	U
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7250i	D	V600	U
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Last Laugh

WHEN REALITY TAKES A HOLIDAY...

The broken Magic Eight Ball!

The future need no longer be the undiscovered country. With Dan G's scrying orb you too can discover the answers to all your questions – as long as you don't mind the answer being 'My sources say no' every frikkin' time. It's witchcraft!

GTA Soundtrack!

Sadly not the popular 80s nostalgia of the Flash FM or Wave 103 discs, but rather the under-appreciated latin stylings of Pepe Presents Espantoso. So under-appreciated, in fact, that it's still its plastic shrink-wrapping 14 months after we got it.

Girls Aloud!

Officially the worst ever poster of Dan G's five favourite singers-with-dirty-pillows, the very lovely Girls Aloud. See Sarah Harding suck a piss-covered lemon! Marvel at Kimberley's fringe slowly blinding her as it stabs at her soft, yielding vision-orbs! Be amazed at smashing Nadine looking slightly uncomfortable! And the Ginger One? Bleurch! How it got past picture approval we don't know, but it clearly shows the girls are game for anything. Absolutely anything.

Devil Dice!

Five wrist-breakingly heavy COLD METAL dice, presumably Beelzebub's own. They come immaculately presented in a radiation-proof lead box, presumably to contain the satanic energy issuing forth.

Dan D's PES Cake!

All the way from Switzerland, courtesy of Konami, and baked especially to commemorate the release of *Pro Evo Soccer 3*! No shit. This delicious sweetbread has been aged for six months by virtue of sitting on Dan's desk and collecting dust and nondescript sticky fluff. A little taste of heaven – if by 'heaven' you mean cold, hard stone.

XIII Tomato!

A ketchup dispenser logically fashioned in the shape of – get this – a tomato. So far so crap. Now add the fact that this has been labelled in honour of um... famous tomato simulation *XIII*. No, we don't get it either. We really don't make this shit up.

We've given away some tawdry old bum-gravy in our time, but this has got to be...

...OUR SHITTEST COMPO EVER!

Ever wondered what sort of crap we amass while making PSM2? Well wonder no more! We've gathered together the best and the brightest trinkets and tat from PSM2 Towers for your delight and delectation. If you thought previous ideas for Last Laugh were lazy, this time we didn't even need to stand up and have a think. Enjoy!

Red Faction Vodka!

Inexplicably un-imbibed alcoholic beverage distilled especially to celebrate the rather good FPS. This low-grade potato-based tipple can be yours, but be quick; Jorin's beginning to sober up!

Jonnie Bryant's Business Cards!

We've been keeping Jonnie's room in immaculate condition since The Accident, but the time has come to 'let him go'. We've already auctioned off the Dalek pyjamas and Goblin Teasmaid, but you lucky people have the chance to own this most valuable item of all – his business cards! Now you too can pretend to be our foul-mouthed, RPG-loving, mutinous ex-PSM2 in-house word-wizard.

Dr. Muto!

Ever fancied giving children nightmares the likes of which haven't been seen since Chitty Chitty Bang Bang's childcatcher pranced his way across the screen? Then simply install this bobble-headed freak at the end of little Billy's bed. An extra five year's bedwetting guaranteed!

Grumble Cards!

Perfect for whiling away the long nights while on deadline, these playing cards are tastefully adorned with pictures of obliging young ladies in a state of undress. Just the thing to get a gentleman's dander up after 48 hours straight of compiling Pro Dojo scores.

Want to win these desirable items of desire? Then you've been knifed in the sanity-lobes. However, simply correctly answer the question below and we'll send you a sack of crap!

WHAT NUMBER IS MILF THINKING OF?

A) 1
B) 69
C) MILF CAN'T DO NUMBERZ

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Max Payne 2
Metal Arms:Glitch in System
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Project Gotham Racing
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XIII (Thirteen)

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Metroid Prime
Need for Speed Undergr'nd
Resident Evil
Rogue Ops
Simpsons: Hit & Run
Sonic Heroes
Star Wars: Jedi Knight 2
Star Wars: Rebel Strike
Star Wars: Rogue Leader
Super Smash Bros Melee
Time Splitters 2
Viewtiful Joe
X-Men: Next Dimension
Zelda: Ocarina of Time
Zelda: The Wind Waker

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PS ONE

Broken Sword
Broken Sword 2
Digimon World
Driver 2
FIFA 2003
Final Fantasy 7
Final Fantasy 8
Final Fantasy 9
Final Fantasy Chronicles
Necronomicon
Parasite Eve 2
Pink Panther: Pinkadelic Pur.
Resident Evil: Survivor
Shadowman
Silent Hill
Spyro 3: Year of the Dragon
The Italian Job
Tomb Raider
Tomb Raider 2
Tomb Raider 5: Chronicles
Yu-Gi-Oh! Forbidden M.

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PLAYSTATION 2

A = 0 1

Ace Combat 4: Shat. Skies
Ace Combat: Distant Thund.
Age of Empires 2
Agent Under Fire
Aggressive Inline
Airblade
Alex Ferguson's P. Manager
Aliens vs Predator:Extinction
All Star Baseball 2002
Alone in the Dark 4
Alter Echo
Angel of Darkness
Ape Escape 2
Arc the Lad:Twilight of Spirit
Armageddon, MDK2
Armoured Core 2
Armoured Core 3
Army Men RTS
Army Men: Air Attack 2
Atlantis 3: New World
ATV Off-Road Fury 2
Auto Modellista

B = 0 2

Backyard Basketball
Backyard Wrestling
Baldur's Gate: Dark. A. 2
Baldur's Gate: Dark Alliance
Bass Strike
Batman Vengeance
Batman: Rise of Sin Tzu
Battle Engine Aquila
Battlestar Galactica
Big Mutha Truckers
BIG NBA Street
BIG SSX Snowboarding
BIG SSX Tricky
Bionicle
Black and Bruised
Blade 2
BloodRayne
Bloody Roar 4
BlowOut
BMX XXX
Bombad Racing
Bond 007: Agent Under Fire
Bond 007: Nightfire
Bouncer
Bounty Hunter, Star Wars
Britney's Dance Beat
Broken Sword: S. Dragon
Buffy 2: Chaos Bleeds
Burnout
Burnout 2 Point of Impact
Bustin' Out, The Sims

C = 0 3

Celebrity Deathmatch
Chamber of Secrets
Chaos Bleeds
Chaos Legion
Circus Maximus
Clock Tower 3
Club Football
Code Veronica X
Colin McRae Rally 3
Colin McRae Rally 4
Conflict Zone
Conflict: Desert Storm
Conflict: Desert Storm 2
Crash B'coot: Wr. of Cortex
Crash Nitro Kart
Crazy Taxi
Cricket 2002
Crush Hour, WWE

D = 0 4

Dakar 2
Dancing Stage Megamix
Dark Angel, J. Cameron's
Dark Cloud 2
Dave Mirra Freestyle BMX 2
David Beckham Soccer
Dead or Alive 2
Dead to Rights
Def Jam Vendetta
Defiance: Legacy of Kain
Delta Force: Urban Warfare
Desert Storm
Desert Storm 2
Destruction Derby Arenas
Deus-Ex
Devil May Cry 2
Die Hard: Vendetta
Disney's Dinosaur
Disney's Extreme Skate Adv.
Disney's Kingdom Hearts
Dr. Muto
Dragon Ball Z: Budokai
Dragon Ball Z: Budokai 2
Draken: Ancient Gates
Dredd vs Death
Dropship
Dynasty Warriors 2
Dynasty Warriors 3
Dynasty Warriors 3: Xtr.Leg.
Dynasty Warriors 4

E = 0 5

Ecco the Dolphin
Eighteen Wheeler
Emperor's Tomb
End Game
Enter the Matrix
Escape from Monkey Island
ESPN NFL Football
Evergrace
Everquest Online Adventure
Evil Dead: Fist. of Boomstick
Evil Twin
Evolution Skateboarding
Extermination
Extreme G3
Extreme Racer
Eye Toy: Groove
Eye Toy: Play

F = 0 6

F1 2002
Fallout: Brother. of Steel
Fatal Frame
Fatal Frame 2: Cr. Butterfly
Fellowship of the Ring
FIFA 2001
FIFA 2002
FIFA 2003
FIFA 2004
FIFA World Cup 2002
Fighting Fury
Final Escape, SOS
Final Fantasy X
Final Fantasy X-2
Finding Nemo
Fire Blade
Fire Warrior
Fisherman's Challenge
Forever Kingdom
Formula 1 2001
Formula 1 2002
Four by Four Evolution
Freaky Flyers
Freedom Fighters
Freekstyle
Freestyle BMX 2
Freestyle Metal X
Frogger's Adv.: The Rescue
Frontline, Medal of Honor
Fugitive Hunter
Futurama

G = 0 7

G1 Jockey
Galerians: Ash
Getaway
Ghost Hunter
Ghost Recon
Giants: Citizen Kabuto
Gladiator: S. of Vengeance
Gladius
Goblin Commander
Godai: Elemental Force
Gradius 3 & 4
Gran Turismo 3
Gran Turismo Concept
Grand Prix Challenge
Grand Theft Auto 3
Grand Theft Auto: V. City
Great Escape
Green Rogue
GTC Africa
Guilty Gear X2
Gumball 3000
Gungrave

H = 0 8

Harry Potter & Ch.of Secrets
Haven: Call of the King
Headhunter
Headhunter: Redemption*
Here Comes The Pain
Hitman 2: Silent Assassin
Hoodlum Havoc
Hot Wheels: Velocity X
Hulk
Hunter: Reckoning Wayward

I = 0 9

In Cold Blood
Incredible Hulk
Indiana Jones: Emp.'s Tomb
Indycar Series
I-Ninja
Inter. Superstar Soccer 2
Inter. Superstar Soccer 3
Inter. Winter Sports 2002
ISS Pro Evolution

J = 1 0

Jade Cocoon 2
Jak & Daxter
Jak 2: Renegade
James Bond 007: Nightfire
James Bond: Agent Under F.
James Cameron Dark Angel
Jedi Star Fighter
Jikkyou World Soccer 2001
Judge Dredd:Dredd v Death
Jurassic Park: Op. Genesis

K = 1 1

Karaoke Revolution
Kelly Slater's Pro Surfer
Kengo: Master of Bushido
Kessen 2
Kill.switch
King of Fighters 2000
King of Route 66
Kingdom Hearts
King's Field: Ancient City
Knockout Kings 2002
Kya: Dark Lineage

L = 1 2

Lara Croft: Ang.of Darkness
Largo Winch
Leg. of Kain: Blood Omen 2
Leg. of Kain: Soul Reaver 2
Legacy of Kain: Defiance
Legaia: Duel Saga
Legends of Wrestling
Legends of Wrestling 2
Legion: Leg. of Excalibur
Lethal Skies 2
LMA Manager 2003
LMA Manager 2004*
Looney Tunes:Back in Action
Lord of the Rings: F. of Ring
Lord of the Rings: R.of King
Lord of the Rings: T. Towers
Lotus Challenge

M = 1 3

Mace Griffin: Bounty Hunter
Madden NFL 2004
Mafia
Manhunt
Mark of Kri
Marvel vs Capcom 2
Mat Hoffman's Pro BMX 2
Matrix, Enter the
Max Payne
Max Payne 2
Maximo
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Midnight Club 2
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MLB 2004
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Moto GP 3
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Music 3000
MVP Baseball 2003
MX 2002
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Mystic Heroes

N = 1 4

Naval Ops:Warship Gunner
NBA 2K3
NBA Jam 2004
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Need for Speed: H.Pursuit 2
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NFL 2004
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NFL Gameday 2004
NFL Street
NHL 2003
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Nightfire
No One Lives Forever

O = 1 5

Oni
Onimusha: Warlords
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P = 1 6

Pac-Man World 2
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Q = 1 7

Q-Ball: Billiards Master
Quest for DragonBone Staff

R = 1 8

Racer Revenge
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RTX Red Rock
R-Type Final
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Rygar Legendary Adventure

S = 1 9

S'bob S'pants: Bikini Bottom
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T = 2 0

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The Sims: Bustin Out
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True Crime: Streets of LA
Turok, Evolution
Twin Calibre
Twisted Metal Black
Ty the Tasmanian Tiger

U = 2 1

Ulti. F. Champ: Throwdown
Ultraman Fighting Evol. 2
Urban Freestyle Soccer
US Navy Seals, SOCOM

V = 2 2

Vampire Apocalypse
Vice City, Grand Theft Auto
Virtua Fighter 4: Evolution
Virtua Tennis 2

W = 2 3

Wakeboarding Unleashed
War of the Monsters
Warhammer: Fire Warrior
Warlords (Onimusha)
Warriors of Might & Magic
Way of the Samurai
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Weakest Link
Wetrix 2
Wild Arms 3
Wipeout Fusion
Wolfenstein,Return to Castle
Wolverine's Revenge
World Champ. Snooker '03
World Racing, Merc. Benz
World Rally Champ.2 Extr.
Worms 3D
Wrath of Cortex
WRC: World Rally Champ.
WWE Crush Hour
WWE Smackdown! 3 J.B.I.
WWE Smackdown! 4 S.Y.M.
WWE Smackdown! 5 HCTP

X = 2 4

X-Files: Resist or Serve*
XIII (Thirteen)
X-Men 2: Wolverine's Rev.
Xtreme G3

Y = 2 5

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